

9 771464 590017
02
FREE!
200 PAGE GAME BOY CHEATS AND CODES BOOK WITH THIS ISSUE!
TOTAL GAMES GUIDE TO
GAME BOY
COLOR
EVERYTHING YOU WANTED TO KNOW ABOUT GAME BOY
£2.95
ZELDA
FULL REVIEW OF LINK'S AWAKENING DX
150,000 GAME BOY COLORS SOLD AND COUNTING...
PACKED!
EVERY NEW GAME BOY COLOR GAME REVIEWED INSIDE!
INCLUDES LINK'S AWAKENING COMPLETE SOLUTION ON PAGE 43
TUROK 2: SEEDS OF EVIL
T-REX OR A TRIBBLE? WE RATE THE GB VERSION OF THE N64 CLASSIC!
PLUS:
NEWS AND PREVIEWS OF ALL THE LATEST GB COLOR GAMES, RAINBOW SIX TEAM INTERVIEWED, LINK'S AWAKENING GUIDE!

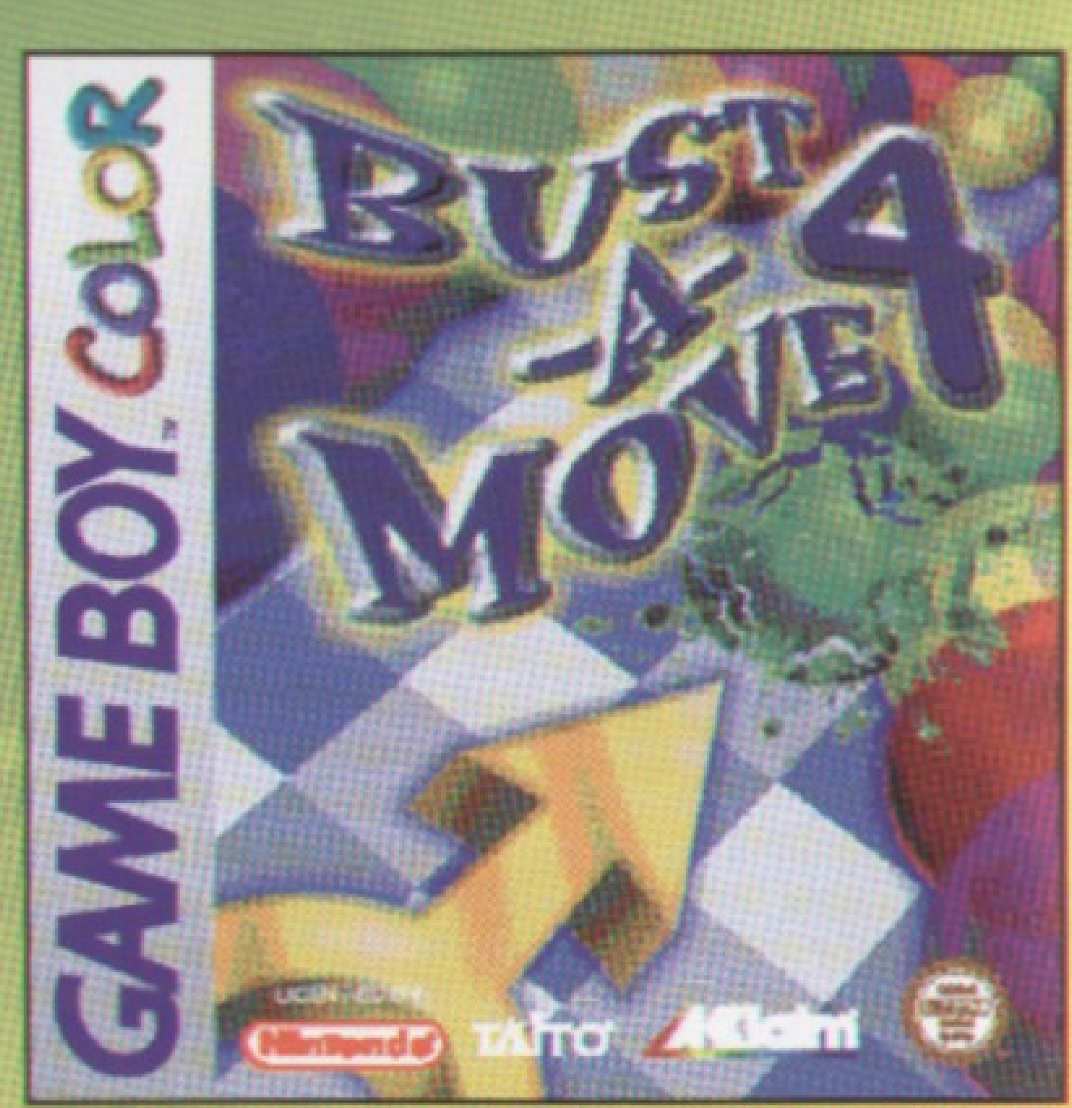
PUT A LITTLE COLOUR BACK IN YOUR LIFE



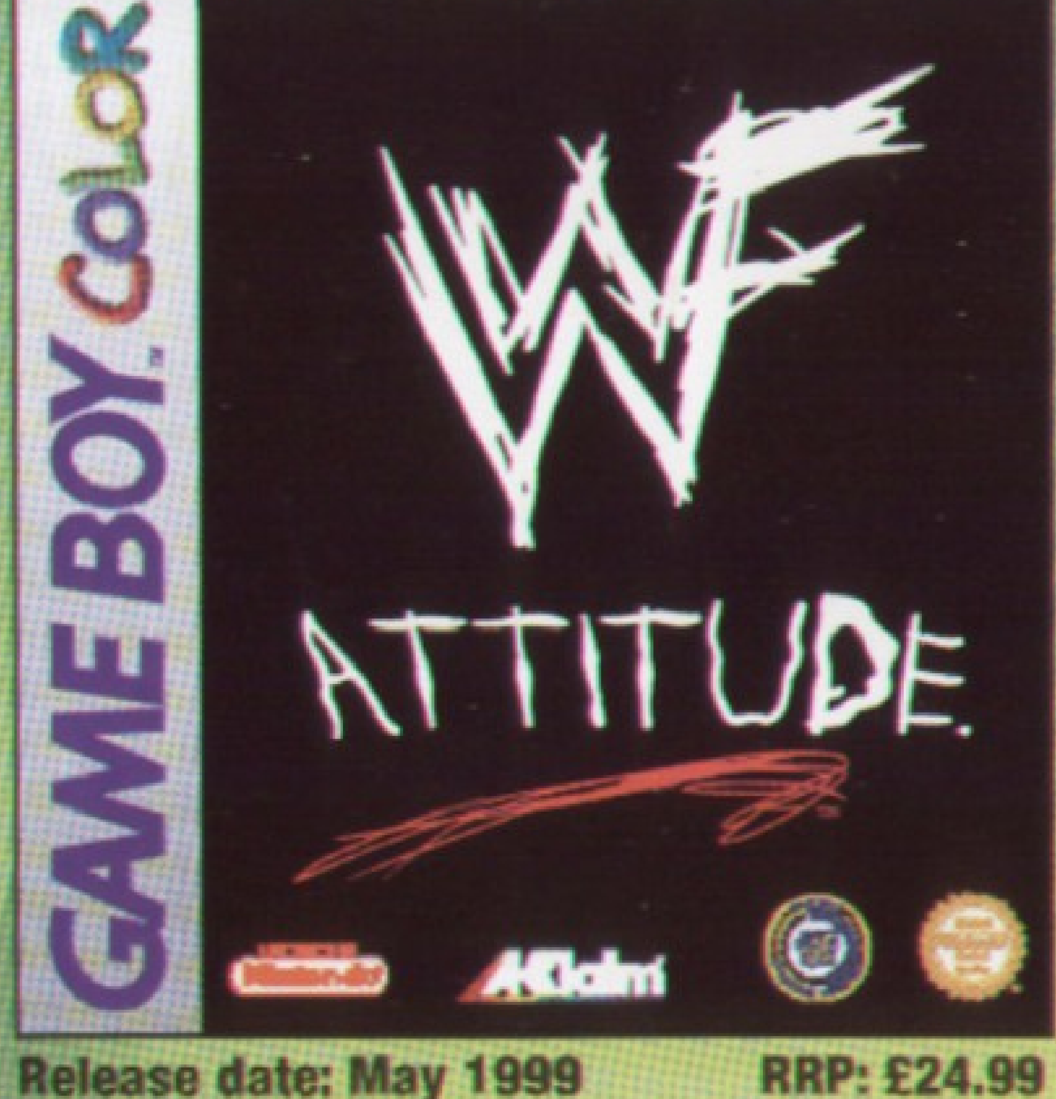
Release date: May 1999 RRP: £24.99



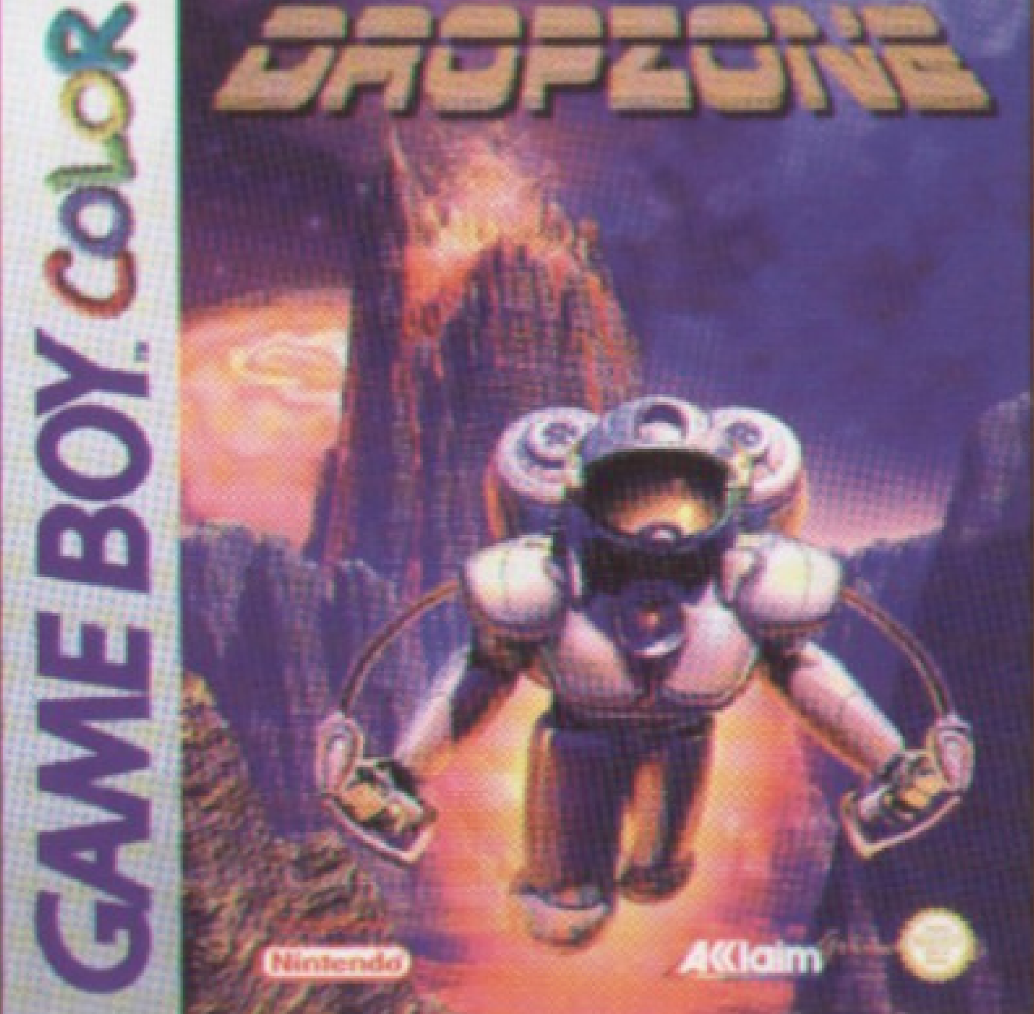
Release date: 5th March 1999 RRP: £24.99



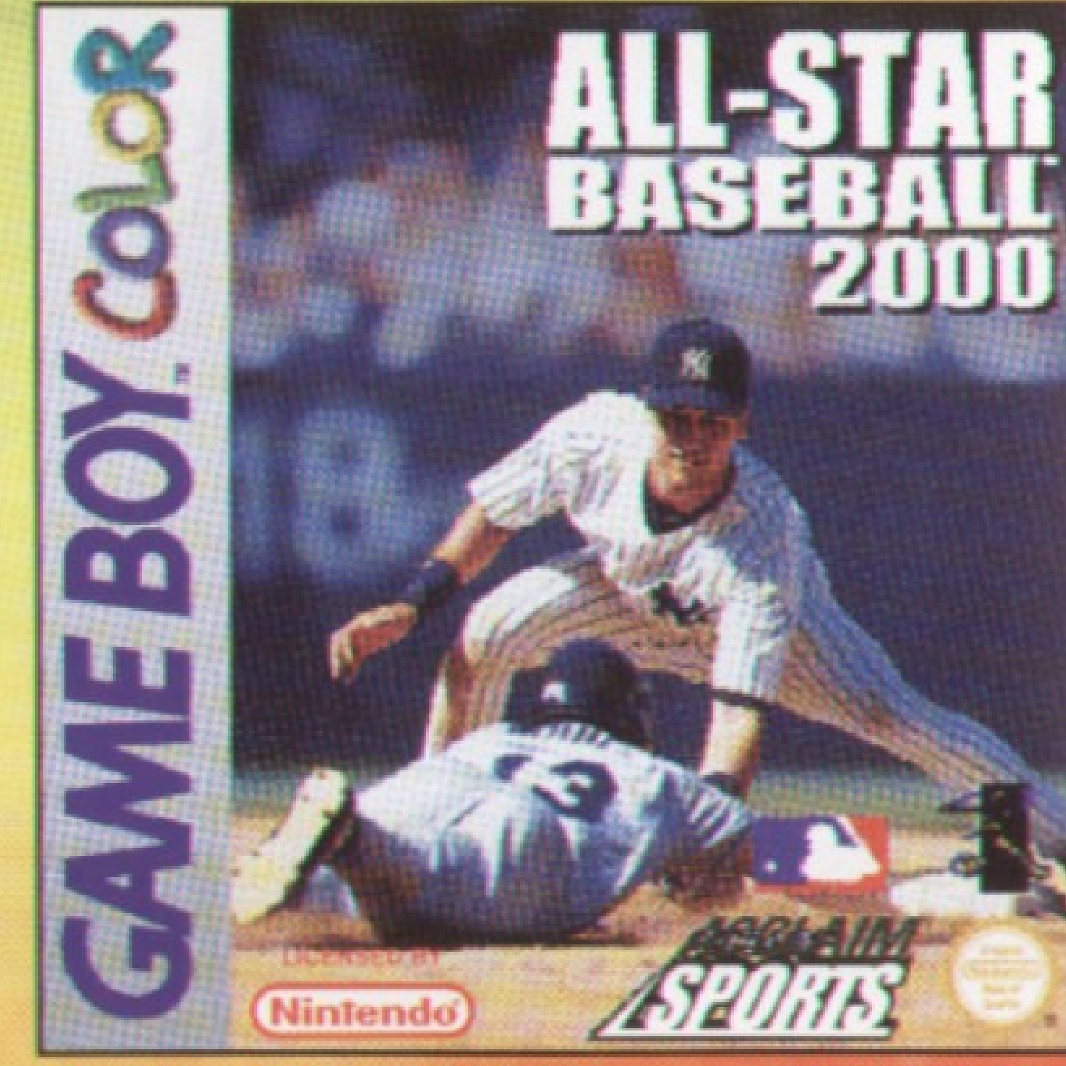
Release date: May 1999 RRP: £24.99



Release date: May 1999 RRP: £24.99



Release date: April 1999 RRP: £24.99



Release date: May 1999 RRP: £24.99

FEEL EVERYTHING. EVERYWHERE



The NBA and individual NBA Team identifications used on or in this product are trademarks, copyrighted designs and other forms of intellectual property of NBA Properties, Inc. and the respective member Teams and may not be used, in whole or in part, without the prior written consent of NBA Properties, Inc © 1998 NBA Properties, Inc. All rights reserved. Major League Baseball trademarks and copyrights are used with permission of Major League Baseball Players Association. M ® & © 1999 Acclaim Entertainment, Inc. All rights reserved. World Wrestling Federation and its logos are trademarks of Titansports, Inc. © 1998 Titansports, Inc. All rights reserved. Taito is a registered trademark of Taito Corporation and Bust A Move is a trademark of Taito Corporation © Taito Corporation. All rights reserved. Dropzone(tm) & © Archer Maclean 1999. Acclaim is a division of Acclaim Entertainment, Inc. ® & © 1998 Acclaim Entertainment, Inc. All rights reserved. Game Boy ™ and ® are trademarks of Nintendo Co., Ltd © 1999 Nintendo Co., Ltd.



WELCOME TO
THE WORLD OF
TOTAL GAMES GUIDE TO
GAME BOY
COLOR
POWER
GAME BOY COLOR
Nintendo
B
A
SELECT START

CONTENTS



PREPARE yourself for the latest in Game Boy Color entertainment. This issue of TOTAL GAMES GUIDE TO GAME BOY COLOR is packed full of news, previews, reviews and tips for the world's favourite handheld console. If there's something hot happening in the world of Game Boy, you can bet it's in this magazine!

The exciting news is that from this issue you will be able to pick up your favourite Game Boy read four times a year! There's going to be an issue in the Summer, and another two before Christmas! Can you handle it?

There are some excellent GBC games reviewed in this issue. My personal favourite has to be *The Legend of Zelda: Link's Awakening* – the Zelda adventure just gets better and better!

If you have any comments on the magazine, please drop me a line!

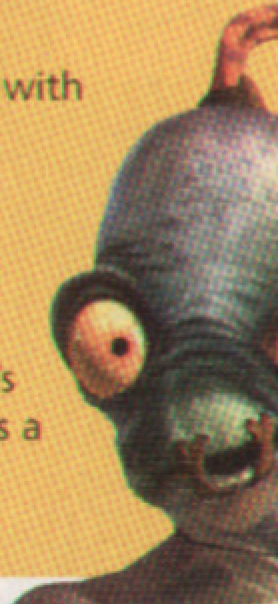
Nick Roberts



FEATURES



REVIEWS

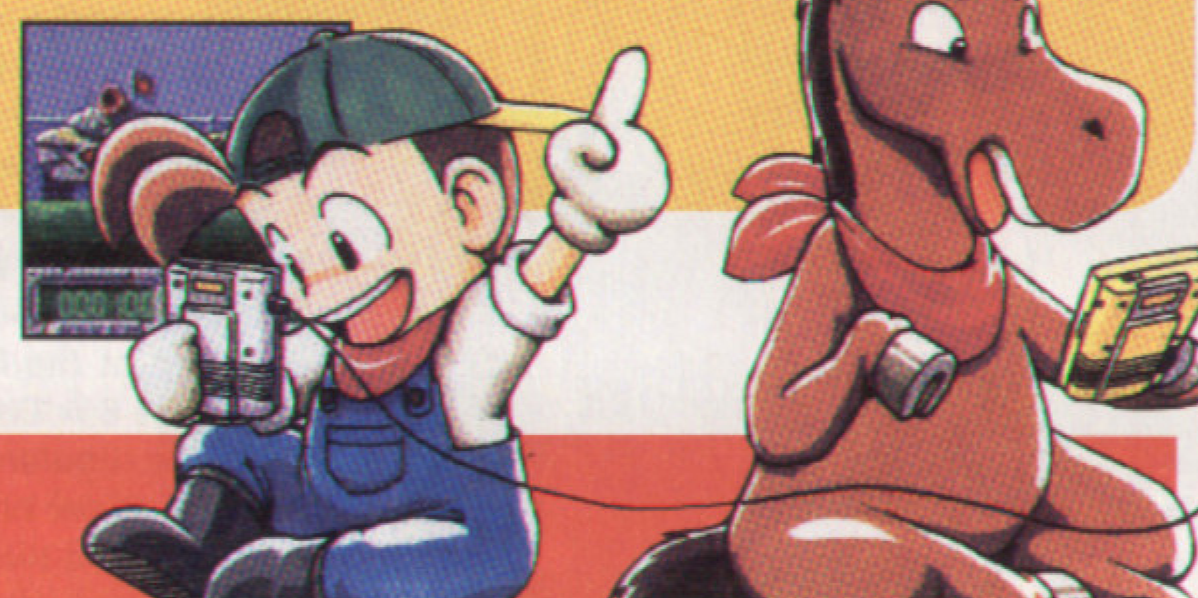




COMPETITION

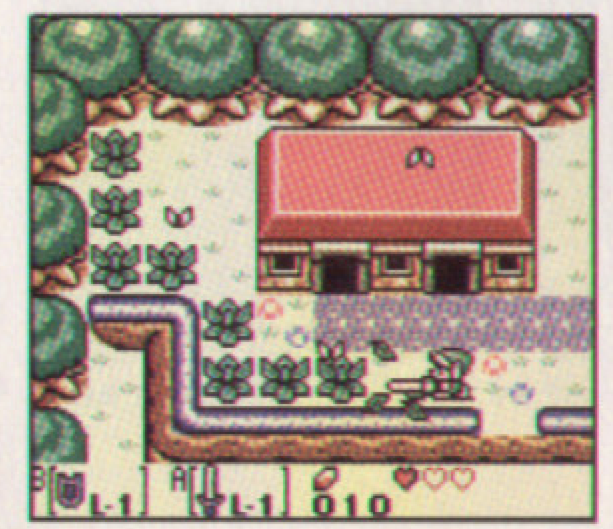
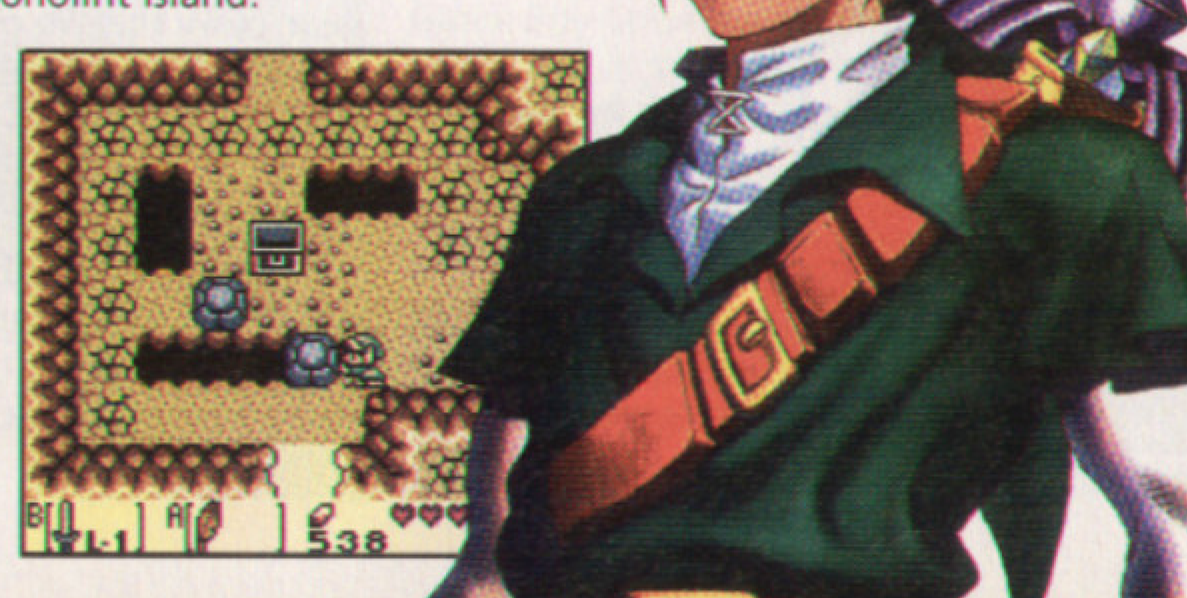



PREVIEWS

TIPS

SOLUTION

TOTAL GAMES GUIDE TO GAME BOY COLOR
Paragon Publishing Ltd, Paragon House,
St Peter's Road, Bournemouth BH1 2JS, UK
Tel: +044 (0) 1202 299900
Fax: +044 (0) 1202 299955
http://totalgames.net

Managing Editor: Nick Roberts
nickr@paragon.co.uk

Production Editor: Lou Wells

Designer: Lisa Johnson

Contributors:
Ben Lawrence, Roy Kimber
Russell Murray, Stuart Taylor
Tom Sargent, Graeme Nicholson

Advertising Manager
Felicity Mead
Direct line (01202 200224)
felicity@paragon.co.uk

Ad Sales Executive
Adam Jorden
Direct line (01202 200233)
adamj@paragon.co.uk

Classified
Emma Bedford (01202 200234)
emmab@paragon.co.uk

Claire Endean (01202 200254)
clairee@paragon.co.uk

Ad Production
Dave Osborne, Jo James
Clare Hayton, Ross Thornley

Online Editor
Stuart Wynne
ssw@paragon.co.uk

Senior Production Manager
Jane Hawkins

Systems Manager
Alan Russell

Bureau Manager
Chris Rees

Scanning
Liam O'Hara

Marketing Manager
Monica Casal-Guerra

International Licencing
Catherine Blackman
Tel: +44 (0)1202 200205
Fax: +44 (0)1202 200235
cathb@paragon.co.uk

Editorial Director
Damian Butt
gecko@paragon.co.uk

Art Director
Mark Kendrick
mkendrick@paragon.co.uk

Finance Director
Trevor Bedford
trevorb@paragon.co.uk

Jt Managing Directors
Di Bedford
dibedford@paragon.co.uk
Richard Monteiro
richardm@paragon.co.uk

The makers of Total Games Guide to Game Boy Color also produce:
Play, 64 Magazine, 64 Solutions, PowerStation, Internet Access Made Easy, Practical Internet, Windows Made Easy and more soon!

Printed by Garnett Dickinson, Rotherham

Distributed by Seymour International, 1st Floor, 86 Newman Street, London, W1P 3LD.
Tel: 0181 679 1899

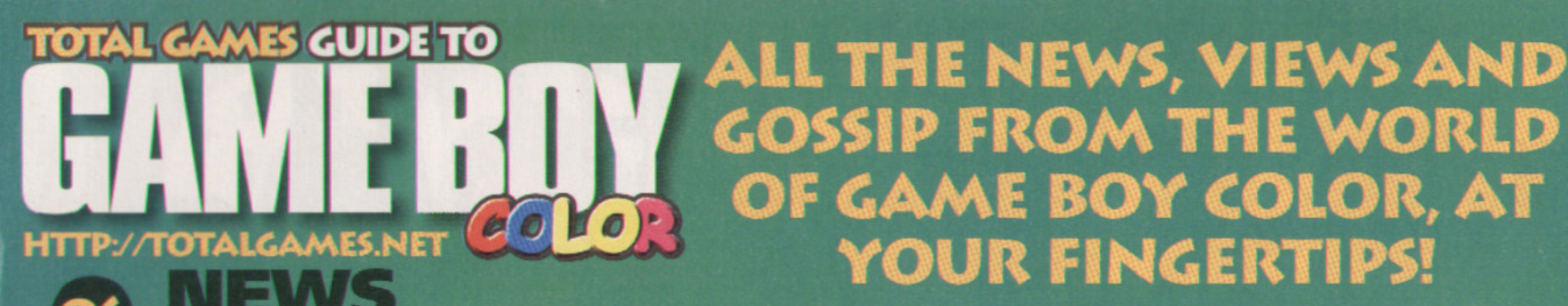
Total Games Guide to Game Boy Color is fully independent and is in no way an official Nintendo publication. The views expressed within are not necessarily the opinions of Nintendo of America, its software partners or third party software publishers. All copyrights and trademarks are recognised. No part of this magazine may be reproduced without the written permission of the publisher.

© 1999 Paragon Publishing Ltd

Total Games Guide to Game Boy Color: ISSN 1464-5904



Special Thanks to: THE Games, GT, Interplay, Take 2 and the bloke who invented Virtual Game Boy.



GAME BOY NEWS



Game Boy Color Sales Soar!

Since its launch in the UK back in November 1998 the Game Boy Color has really taken the country by storm. Although sales of the original monochrome Game Boy had been steady since the late Eighties, and the Game Boy Pocket had continued that success, the Game Boy Color has outperformed even Nintendo's predictions. At the time of going to press, Nintendo had sold over 150,000 Game Boy Colors in the UK. According to THE Games, Nintendo's official distributor in the UK, the biggest release that has helped to boost the sales figure is *The Legend of Zelda: Link's Awakening*. The new colour version of Link's adventure certainly has awakened a desire in UK gamers to play the handheld game again, and bizarrely the Game Boy Color launch has also boosted sales of the original monochrome Zelda too! Let's hope this phenomenal success continues.

We're a hit!

Yes it's true. Due to the overwhelming success of the first issue of TOTAL GAMES GUIDE TO GAME BOY COLOR, we have decided to make it more regular – every three months in fact! Expect to see another packed issue in the summer and two more before Christmas! As the UK's only dedicated Game Boy Color magazine, we want your views, so send any comments you have on the magazine to... **The Editor, TOTAL GAMES GUIDE TO GAME BOY COLOR, Paragon House, St Peter's Road, Bournemouth, Dorset BH1 2JS.**

▲ Back by popular demand – TGG to Game Boy Color has been such a huge hit that you can now get hold of it four times a year!

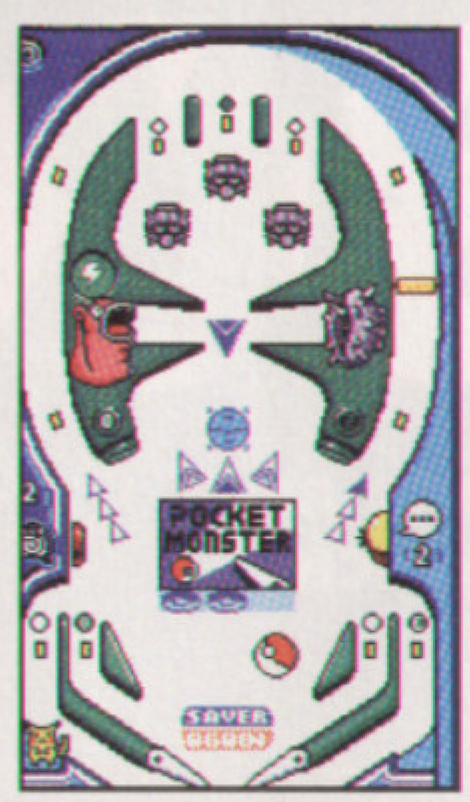
Pinball Crazy

The Japanese just can't get enough of *Pokémon*. This is the English title for the Pocket Monsters game that set the land of the rising sun ablaze last year. Now they've gone one step further and turned it into a pinball game! The same Pokémon characters are here, but this time they are only to decorate a bunch of cool pinball tables.

The game itself is dead cool! It's pinball and it's done really well with Charmander rumoured to be one of the Pokémon characters on offer, but there's just so much more to it than that. The *Pokémon Pinball* cartridge includes a mini-rumble pack

A COOL NEW PINBALL GAME, SNAZZY COLOURS FOR YOUR GAME BOY AND UNLIMITED POWER!



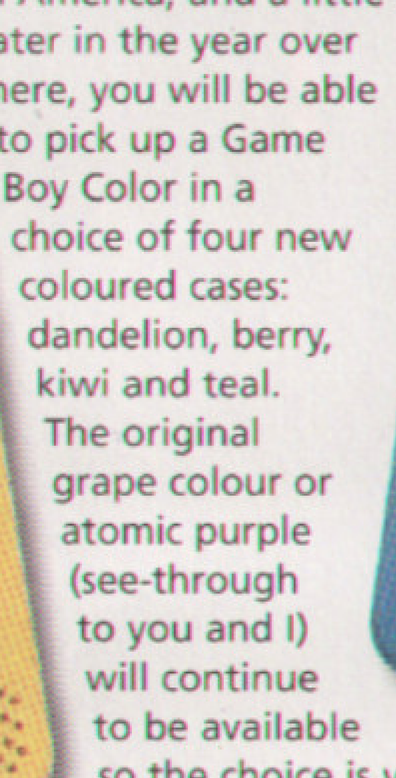


▲ **There are some snazzy pinball tables in Pokémon Pinball. At last, you can blast those annoying Japanese characters with metal balls!**

similar to that used on the Nintendo 64. As your ball bashes into the flippers or hits the sides of the table the pack rumbles to give a whole new experience in pinball games! Sounds like fun!

All the Colours of the Rainbow

Not content with creating a cool new console that displays games in vivid colours, Nintendo had to go one better and launch a range of coloured cases too! On 10 May in America, and a little later in the year over here, you will be able to pick up a Game Boy Color in a choice of four new coloured cases: dandelion, berry, kiwi and teal. The original grape colour or atomic purple (see-through to you and I) will continue to be available so the choice is yours!





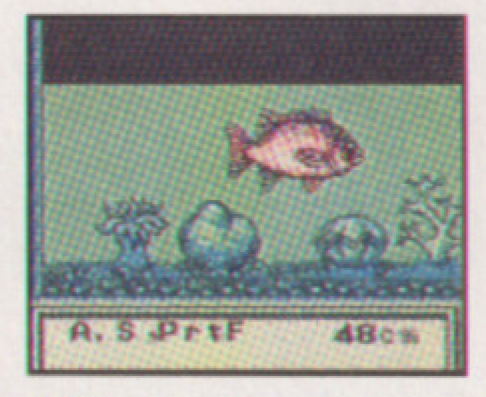
T **Game Boy Color now comes in four tasty new flavours – choose from dandelion, berry, kiwi and teal. Mmm...**

Don't get your Game Boy wet!

The great thing about Game Boys is that you can use them anywhere. On the beach, in the car, on the bus or while waiting for a bite when you go fishing! Forget about the real fishing tackle though, there's a new Game Boy Color game on the way from Japanese company Natsume that will do away with the need for reels, line and bait – *Legend of the Sea King*!

It's fishing on the Game Boy – can you believe it? Well you should because this is actually the sequel to the 'highly successful' *Legend of the River King*. As you can probably tell, the major difference this time around is that you're out at sea. The game is actually a role-playing adventure where you must do battle with fish and land them to earn money. This money can then be used to buy better rods and equipment to go further out to sea and tackle (pun intended) the really big fish. The ultimate goal is to catch the Sea King fish itself – then all the townsfolk will call you a hero and probably erect a statue in your honour. There's even a virtual aquarium option where you can choose one of the 59 fish and raise it as a pet!

If this fishy goings on sounds like your bag then keep an eye on an importer near you for a copy real soon.





▲ **You can have your very own sardine as a pet in Natsume's Legend of the Sea King!**

How Long Can You Go?

Just released in America for the Game Boy Pocket, but soon to hit these shores with versions for the Game Boy Color too, comes a handy little invention from the people at Game Buddy.

This is a rechargeable power pack designed in fluorescent green plastic that will allow up to 22 hours of constant gameplay on your Game Boy! That's the equivalent of over 500 normal disposable batteries. You can recharge the pack over and over again and it's said to be good for at least 2000 hours of charging – that's a lot of playing time!

▲ **You'll soon be able to play on forever with a little help from this cool power pack from Game Buddy.**

Is it a memory card? Is it a cart? No it's... Super Game Boy 2!

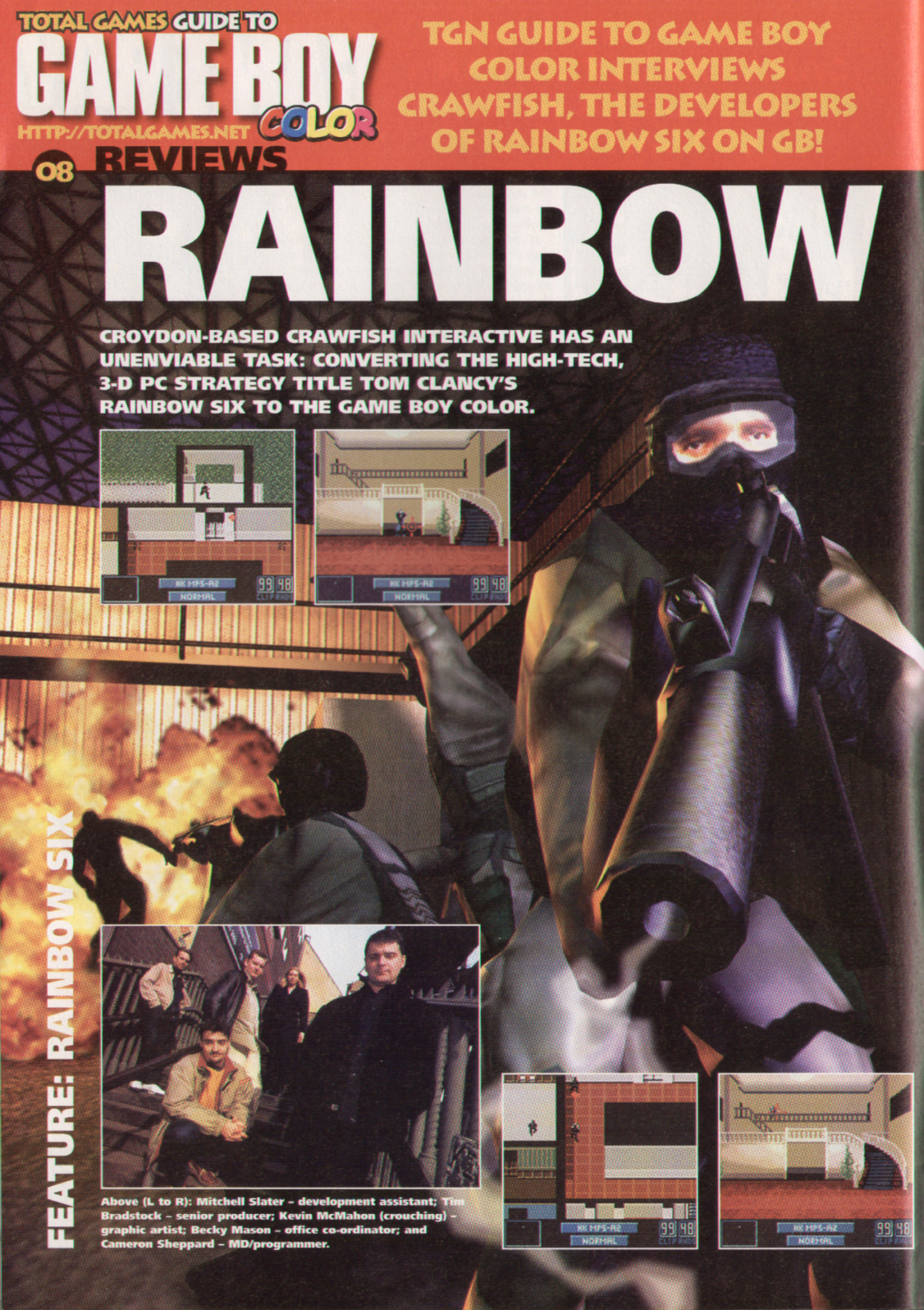
Remember back to the Super Nintendo add-on that allowed you to play Game Boy games on your TV screen? What was it called? Oh yeah... Super Game Boy. Well guess what Nintendo have gone and called their new version that allows you to play Game Boy Color games on the Nintendo 64? Super Game Boy 2! Who says originality is dead?

Joking aside, this is an essential piece of kit for all Nintendo 64 owners. There are some really cool Game Boy Color games out there, and they can now be played on the big screen in all their colourful glory. This adapter simply plugs into the cartridge slot on the top of the N64 and the Game Boy Color cartridges plug into the adapter. How dinky!



▲ **Fancy playing Game Boy Color games on your Nintendo 64? Well your prayers have now been answered!**

TGN GUIDE TO GAME BOY COLOR INTERVIEWS CRAWFISH, THE DEVELOPERS OF RAINBOW SIX ON GB!



RAINBOW

CROYDON-BASED CRAWFISH INTERACTIVE HAS AN UNENVIABLE TASK: CONVERTING THE HIGH-TECH, 3-D PC STRATEGY TITLE TOM CLANCY'S RAINBOW SIX TO THE GAME BOY COLOR.

Above (L to R): Mitchell Slater – development assistant; Tim Bradstock – senior producer; Kevin McMahon (crouching) – graphic artist; Becky Mason – office co-ordinator; and Cameron Sheppard – MD/programmer.

SIX







ALTHOUGH Crawfish Interactive is named after a small lobster, Game Boy Color magazine discovered that there is nothing small about what this relatively new software developer has planned for the Game Boy. The development house, which is hidden away just off the main high street in East Croydon, has already notched up three successful Game Boy conversions (*WWF Warzone*, and *Bust-A-Move 2* and *3*) since it was founded in March 1997 by Cameron Sheppard. The latter, a native from 'Down Under', had already made a name for himself as a freelance programmer for an established interactive games developer/publisher in the UK.

The currently 12-strong team is preparing to enter its next phase of growth, with Sheppard intending to double the work force, begin developing for other platforms, and launch its official web site. Currently, Crawfish is in the midst of developing Game Boy versions of *WWF Attitude*, *Bust-A-Move 4*, *Street Fighter Alpha* and *Rainbow Six* (all but *Rainbow Six* will be compatible with existing Game Boy models as well as the new Color format).

Crawfish has quietly built up a strong reputation within the industry due to its high-quality Game Boy conversions, but Game Boy Color magazine predicts that its first Game Boy Color-only title, *Rainbow Six*, will be the one to establish the developer as a big crustacean in the development pond.

Over The Rainbow

The original, first-person perspective, *Rainbow Six* PC game was concerned with a crack squad of counter-terrorism operatives who tackle real-life terrorism scenarios – like rescuing hostages, for example. The player has to study the mission objectives, work out their tactics and an operational plan, select a team from a pool of the world's best operatives and, finally, put that plan into action. Players of the PC game loved the tense atmosphere that was generated by quietly entering an embassy building, peeping around corners, and sniping at the unaware terrorists. However, if your plan had more holes than Swiss cheese, that sensation of satisfaction was swiftly replaced with a feeling of dread and remorse as your team is cut to shreds and the hostages executed. As with so much in life, planning is everything in *Rainbow Six*.

One of the major appeals of *Rainbow Six* was its first-person perspective 3-D graphics and realistic sound-effects, something which is relatively easy to produce on a high-end PC, but on the Game Boy Color? Well, in spite of some initial doubts, Game Boy Color magazine is pleased to report that the Game Boy version of *Rainbow Six* is looking every bit as compelling as its PC parent. We were even more impressed when it was revealed that the game had only been in development for three months. Obviously Rainbow Six on the Game Boy Color looks significantly different from the PC version – for a start, the gameplay predominately takes place using a top-down perspective (the player controls the special-operative's actions from above) although Crawfish has rather ingeniously incorporated a first-person perspective within certain key areas.

The example Game Boy Color magazine was shown of the latter took place in the main hall of an embassy – the player has to guide the target toward the terrorists who pop-up on screen at random and 'neutralise' them.

(Red) Storm In A Teacup

Game Boy Color magazine asked Tim Bradstock, Crawfish's senior producer, what particular feature of *Rainbow Six* he was most proud of.

"We don't believe that there has been anything of this scale or complexity previously attempted on the Game Boy, and certainly not on the Game Boy Color," he said. "Also the fact that we're taking a large PC product and scaling it down to the Game Boy whilst not losing any of the features, weapons and missions – basically, keeping the game as true to the original as possible on the format. So many times companies do Game Boy conversions of higher format games that have nothing in common with each other, we want *Rainbow Six* to actually be *Rainbow Six*, but on a handheld."

Whilst Crawfish's aim is an admirable one, it has not been without its difficulties. The biggest problem the developer has had was with the Game Boy's processor itself.

"When you have four teams of three operatives as well as groups of enemies, all that AI is a massive strain on the system," said Bradstock. "But with some clever tricks we should be able to get around this. One other problem is the Game Boy's restriction on the amount of sprites, as I mentioned before, with 12 operatives and a few enemies on screen it can really cause some tricky problems."

Red Storm Entertainment, the owner of the *Rainbow Six* rights, has been impressed with what Crawfish has achieved so far with its Game Boy version of the title.

"The CEO came over about a month ago," Bradstock told Game Boy Color magazine, "and when he saw the game, and heard how we're trying to keep all of the original features in it, he was more than delighted. Redstorm seem as excited about the project as we are."

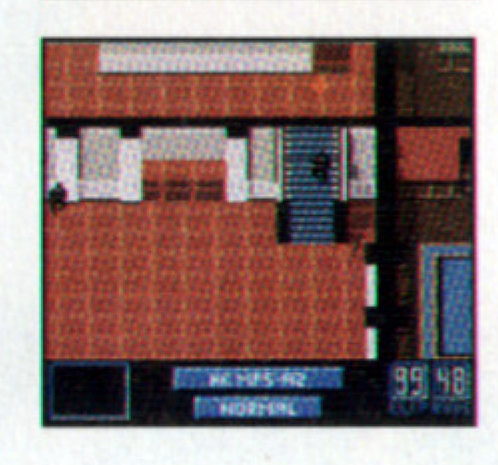
Crawfish hopes to have the Game Boy version of *Rainbow Six* ready before Christmas – we wait with baited breath.

WHAT'S A CRAWFISH?

According to Game Boy Color magazine's trusty dictionary, a crawfish is a variant from the crayfish species. The latter is a freshwater crustacean that resembles a small lobster.

CRAWFISH'S PAST GAMEBOY GLORIES

WWF Warzone
Bust-A-Move 2 & 3





RAINBOW SIX

PUBLISHER Take 2

RELEASE DATE Late 1999

GENRE Action/Strategy

REMEMBER THE STUNNING N64 VERSION? WELL THIS IS NOTHING LIKE IT!

TUROK 2



▲ Get tooled up for the scary triceratops boss – it's a screen wide!

THIS ISN'T one of those Game Boy games with just a vague tie-in to a bigger, better game on a bigger, better console. *Turok 2* has the same subtitle, almost identical packaging and even the desirable jet black cartridge that made the Nintendo 64 version stand out among its peers. Acclaim's message is clear: here's a portable rendition of our hit 64-bit title, enjoy!

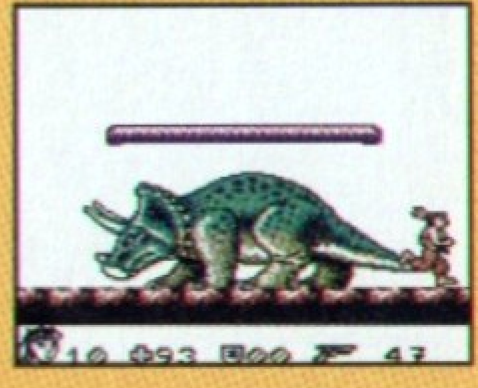
Naturally you expect a big measure of difference between the two formats, but *Turok 2* on Game Boy Color is as close to the N64 version as Lorraine Kelly is to Famke Janssen. Only a fool would expect similar graphics, so the two-dimensional side scrolling look isn't a shock, however the gameplay is so disconnected from the original that the more cynical player could easily arrive at the conclusion that this had been generically programmed before being given the Turok badge. *Turok 2* does bear a resemblance to one game on a more powerful console system. Ever played *Bart Versus The Space Mutants*?

Strolling down the street as Turok himself, you see dozens of identical men passing by. Some of these people are not in fact men, but Dinosoids (oh dear) disguised as humans. You press and hold the Select button to view the screen with a gadget which can see through their disguises, revealing the rather bizarre image of a lizard stuffed into jeans



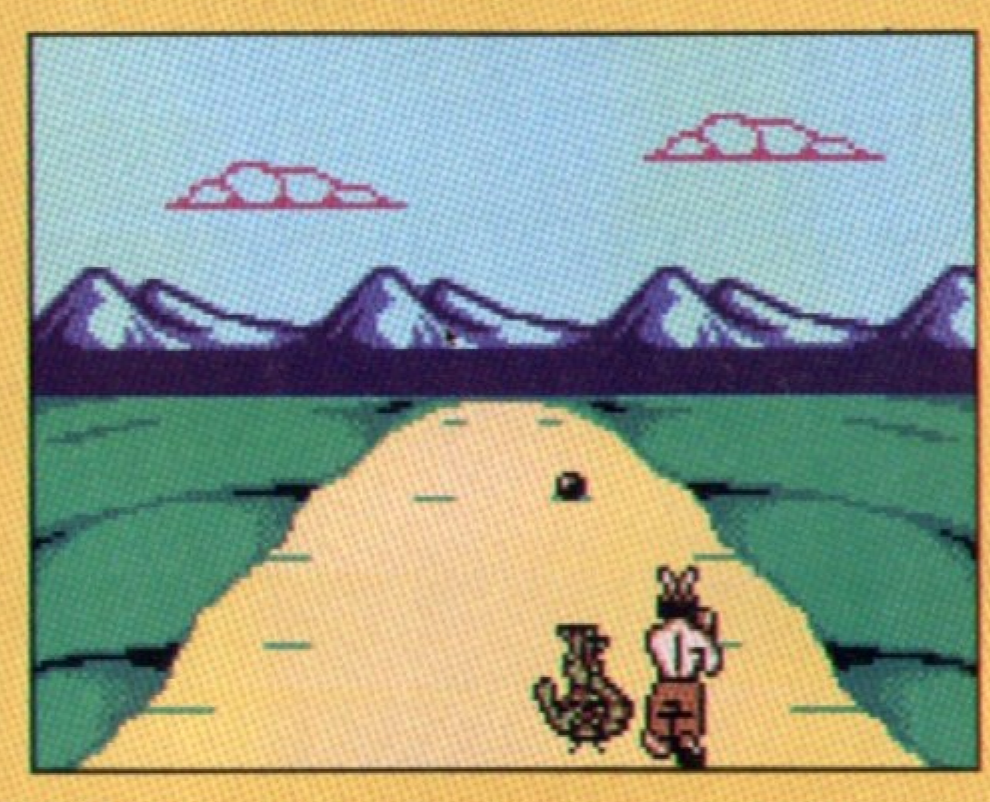


Until you get the knife, it's best just to run right past the Dinosoids.





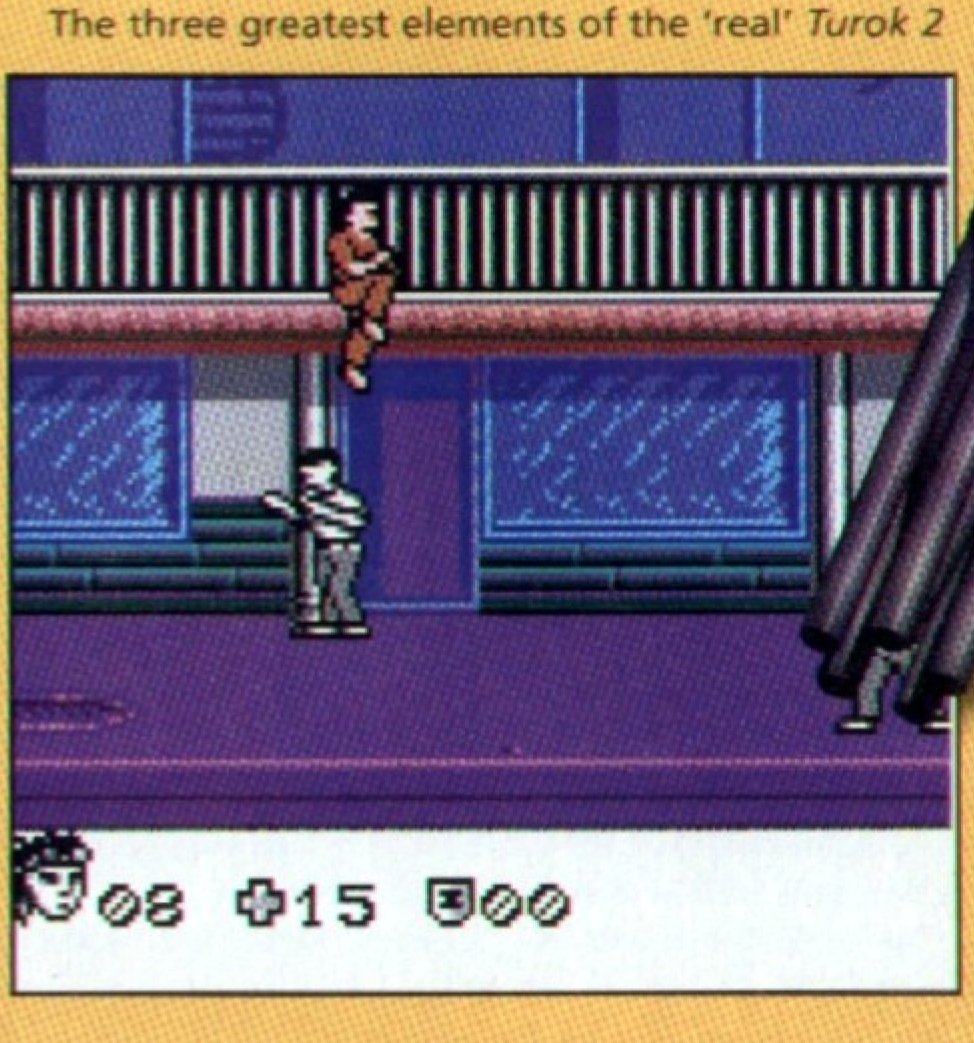
Ahh, it's a fully clothed dinosaur! Thump his slimy face.



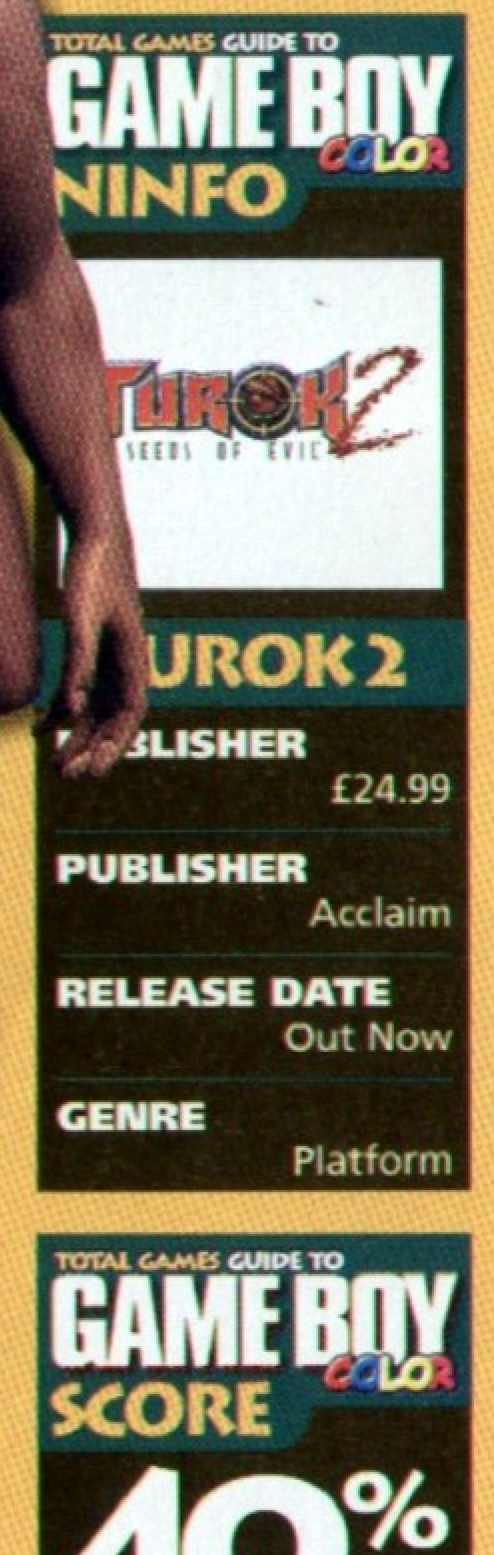
and a T-shirt. Then you run up and stab him. Imagine how long that could possibly be fun, double it, and that's how long it is before you get to the second of the eight levels and some more frightening weapons.

There are some satisfying guns to find, from a semi-automatic hand to a rocket launcher, though they don't make up for uninspired level design and a very low effort-to-reward ratio. Mickey Mouse weapons such as the Fusion Gun and Particle Accelerator are anti-climactic too, without the OTT explosion effects that such arms were designed for in both N64 Turok titles.

The three greatest elements of the 'real' *Turok 2* are the sensational graphics, sickening gore and a killer multiplayer mode. The gloopy blood and 64-bit looks are obviously impossible with the relatively modest Game Boy Color hardware, and Acclaim hasn't even bothered to include a token link option of any kind to redress the balance. *Batman* and *Robocop 2*, though black and white, are far better games in the platform shoot-'em-up group, and we suggest you dig one of those out of the shelves at your local games store instead of *Turok 2*. This monster's already extinct.



Without the Light Burden power, you are just a normal bloke without Turok's impressive abilities.



TOTAL GAMES GUIDE TO GAME BOY COLOR INFO

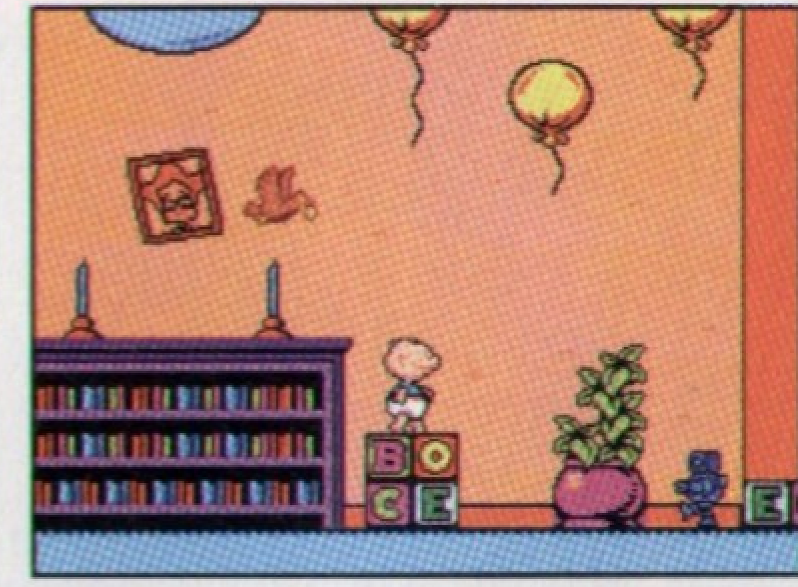
TUROK 2

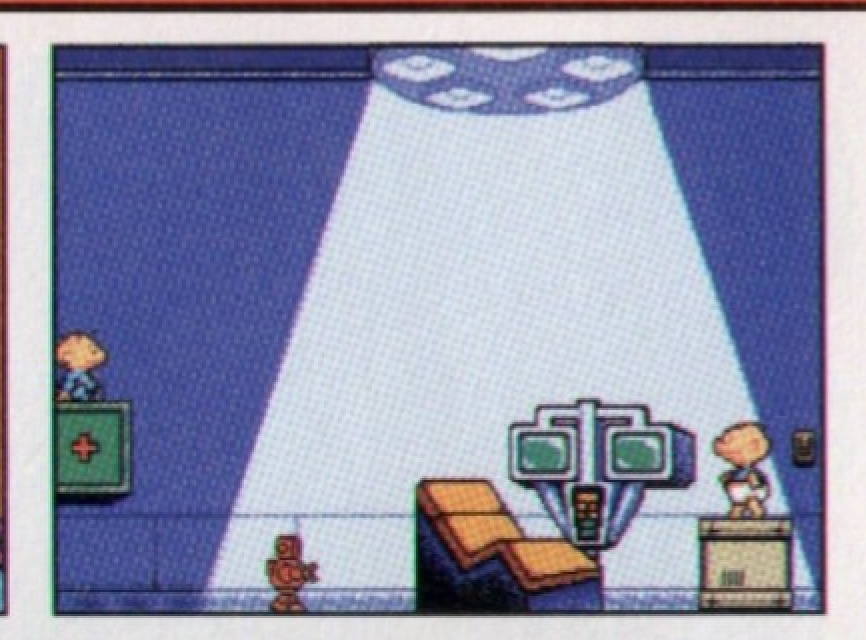
PUBLISHER	£24.99
PUBLISHER	Acclaim
RELEASE DATE	Out Now
GENRE	Platform

TOTAL GAMES GUIDE TO GAME BOY COLOR SCORE

40%

TODAY THE GAME BOY, TOMORROW THE BACK YARD!





FULL COLOR

BLACK & WHITE COMPATIBLE

RUGRATS: THE MOVIE

IF YOU'VE never seen the wobbly-animated cartoon series then you might very well wonder quite what *Rugrats* is all about. However with the imminent launch of the new full-length cinema movie based on the series, there'll soon be few people who haven't heard of Tommy, Chucky, Angelica and the twins.

Rugrats: The Movie is based (obviously) on the new film and your task is to help each of the diminutive central characters to pass safely through various levels, each of which is full to bursting with creatures and hazards decidedly dangerous for your average large-headed baby.

Graphically *Rugrats* is superb, the animation of the main characters being particularly impressive as they toddle and jump their way across the colourful stages.

The controls on the whole respond well, although a slight jerkiness is apparent at times when the screen needs to scroll in more than one direction at once. While not a major problem this can be a bit off-putting when trying to make the more tricky jumps.

Plot-wise it's the game is pretty simple – you need to get to the end of the level, find specific items and don't get hit by anything nasty along the way. But then that's about as complex as Game Boy Color games get!

Surprisingly for a game which is presumably aimed at younger children, *Rugrats: The Movie* is surprisingly unforgiving and it's very easy to kill your character off early in the game. Fortunately this is balanced with a generous amount of continues but it still seems a little strange all the same.

This is a fun game with catchy theme music which would make a great addition to your Game Boy collection. Just don't expect to finish it too easily!

TOTAL GAMES GUIDE TO GAME BOY COLOR NINFO

RUGRATS

PRICE	£24.99
PUBLISHER	THQ
RELEASE DATE	Out Now
GENRE	Platform

TOTAL GAMES GUIDE TO GAME BOY COLOR SCORE

87%



▲ **Tommy's childlike imagination recreates the minecart chase from Indiana Jones and the Temple Of Doom.**



▲ **Did you know that babies can breath underwater when they're first born? Probably best not to test it though.**



ALSO COMPATIBLE WITH MONO GAME BOY. NEW DUNGEON IS ONLY ACCESSIBLE ON GAME BOY COLOR HARDWARE. ™ AND ® ARE TRADEMARKS OF NINTENDO CO. LTD. © 1999 NINTENDO CO. LTD.
SWORD PROVIDED BY BATTLE ORDERS. TEL. NUMBER: 01323 485182

LINK'S AWAKE, AND HE'S FLUSHED WITH COLOR!

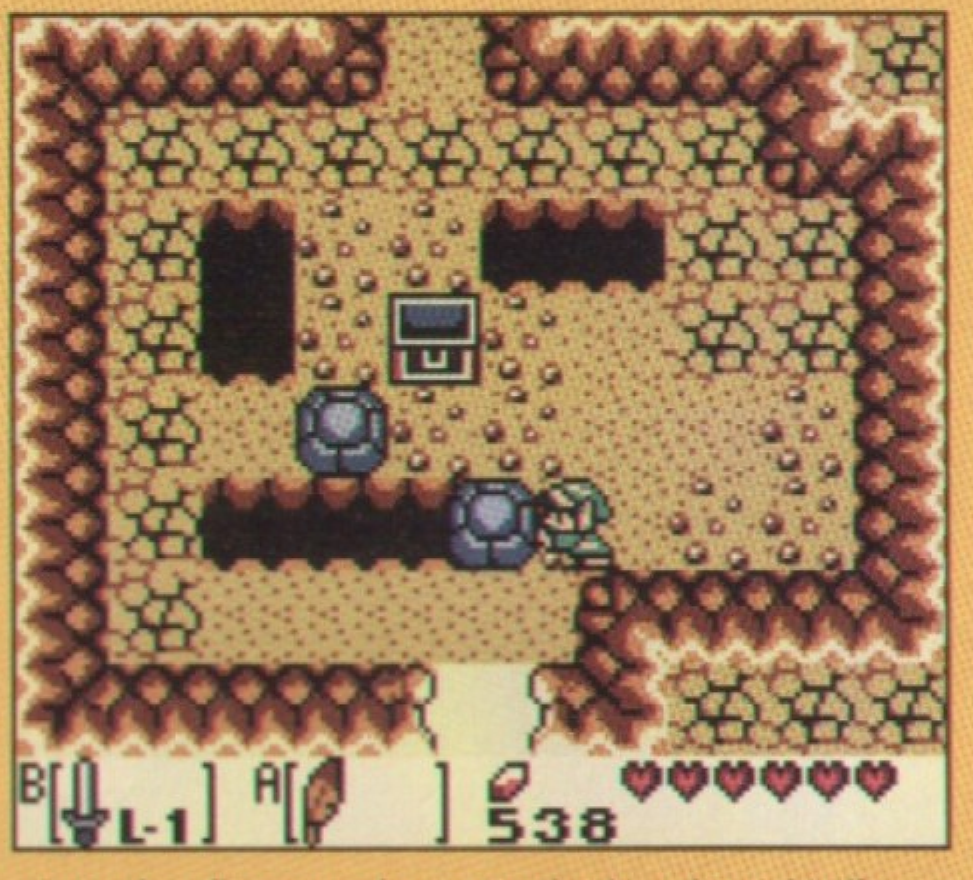
ZELDA: LINK'S AWAKENING





▲ **At the beginning of the game each of the dungeons is locked. Although you can find the entrance to this one fairly early on, you won't find the key till later.**





LINK'S AWAKENING has been around since 1993 and naturally you'd assume that it has dated somewhat, wouldn't you? Especially considering that all that's been done to it is to add a little colour and the odd new feature. There are bound to be those of you out there who don't believe a game that's five years old could have kept its playability this long. Well how wrong you are!

Zelda: Link's Awakening DX begins with a simple (but colour!) cut-scene in which we see the hero of the hour, Link, aboard a tall-masted sailing ship in the middle of a vicious storm. Cut to a peaceful beach where a diminutive girl (why does everyone in this game look like a Hobbit?) comes across a small green-clad figure washed up on the shore. A figure who turns out of course to be Link!

Upon awakening in a strange bed Link learns that he's on Koholint Island, a place which has a strange huge egg perched on top of its central mountain. Legend (which always seems to know more than anyone else) has it that a mythical creature called the Wind Fish sleeps inside the egg. Quite what relevance this creature has to Link isn't clear until he realises that he has no way to get off the island. At which point a mysterious owl appears and tells him that if he wakes the Wind Fish, all his questions will be answered. Ah... now we see.

A Fishy Tale...

You begin the adventure inside the hut of a girl called Marin. She explains that you've been asleep since she discovered you on the beach and tells you where you can find your sword. Stopping only to grab your shield from Marin's father Tarin you leave the hut and set off to explore Koholint Island and fulfil your destiny.

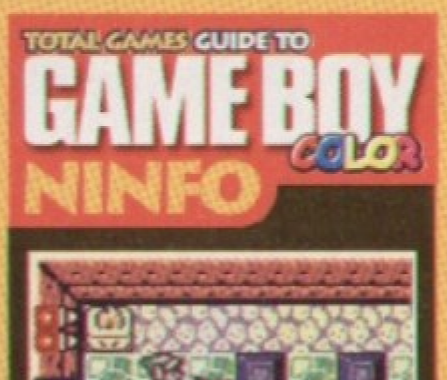
The first thing you need to do is fetch your sword and while Marin was helpful, you're still going to need some more guidance if you want to negotiate your way successfully around the island. The best advice is that if something doesn't attack you, talk to it. Chat to everything and everyone you come to in fact, even if they're a dog shaped more like a little black pac-man.

Without too much trouble you should find yourself getting hints from numerous helpful folk, in addition to which, most junctions are marked with signposts. Before you know it you'll have found your sword. Which is when the adventure begins in earnest.

Although skills with the sword are obviously important, it's your communication skills which provide you with the most rewards. Talking to children is always helpful at the start, particularly as they give you technical tips on the controls. Don't be surprised to find a child who says, "If you want to save, then hold down all four buttons at once... mind you I don't know what that means, after all I'm only a kid!"

Other characters give you clues to future events, like the man who greets you and then tells you that he'll be lost in the forest later. This is all near the beginning though, when things are fairly easy. Gradually conversations become more obscure and

TOTAL GAMES GUIDE TO GAME BOY COLOR NINFO





LINK'S AWAKENING

PRICE	£24.99
PUBLISHER	Nintendo
RELEASE DATE	Out Now
GENRE	Adventure

NK'S DX



although occasionally people will ask you directly for something, often they'll just hint at it, like the dog who raves about fashionable items – turns out she's after a bow. And who would have guessed that a crocodile would want a tin of dog food?

Elf-Tastic!

To begin with you only have the run of a small portion of the map. Until you discover your sword even tall grass is an impenetrable obstacle to little

▲ Following a vicious storm, a small girl wandering along her local beach discovers a waterlogged figure sprawled in the surf.

▲ This is where the game begins in earnest. You first task is to locate your shield, so try talking to the people who've been caring for you.

▲ This is the fisherman. If you've got enough money he'll teach you to fish which can earn you more cash and bonus items.

LINK'S AWAKE, AND HE'S FLUSHED WITH COLOR!


▲ The round black thing actually a dog of some kind. It looks fearsome but it's not.


▲ The special colour dungeon involves puzzles based on – colour!


▲ The beach is where you find your sword, guarded by hostile sea creatures.


▲ Link regrets not paying the extra fiver and taking the Chunnel.


▲ All sorts of strange creatures populate the dungeons, none of them friendly.

TOTAL GAMES GUIDE TO GAME BOY COLOR SCORE **95%**

REVIEWS: ZELDA: LINK'S AWAKENING DX

Link, and once you can hack through that, other problems bar your way. Like holes for instance. To begin with you don't have the ability to jump. Plus everywhere you go, large rocks bar your way which you are repeatedly told (if you try to push them) are too heavy to lift with just your bare hands.

It's immediately obvious that there are many tasks you'll be able to carry out once you find certain objects, and this is one of the progressive elements of the game. Whilst there are a number of different things you can do at any one time, there is some measure of linearity in the choice of what you attempt next. Meaning that if you're stuck for what to do a systematic search of available areas along with, an investigation of your inventory should show you which way to go.

Serious RPG fanatics might find all this a little too easy, and as *Link's Awakening* is on the Game Boy Color, chances are you won't be sitting down with it for many hours at a time. Instead it'll probably be played in bursts whenever you get a moment (which after all is the whole point of having a portable console). Because of this, if the puzzles and adventures in the game were the kind which required copious note-taking and hours of exploration for each task, then it wouldn't be very suitable for the format. As it is, whilst Link's Awakening is far from easy, you'll find that you can put it down without fear of being totally lost when you pick it up again. Phew!

If you've played the original black and white version of *Link's Awakening* then you'll doubtless have realised by now that there are some marked similarities between this game and the 1993 version. Aside from the colour they look almost identical, however this new colourised version has a few new tricks up its sleeve...



What's New?

To start with there's the photographer. Find his shop and you discover that he is keen to record your adventures on Koholint island. Afterwards he pops up every so often to take a snap of you and record some particular event for posterity.

Return to the shop at any time and you can view the pictures that the photographer has taken. Plus if you own a Game Boy printer then you can even make a hard-copy of your snap to save for all time!

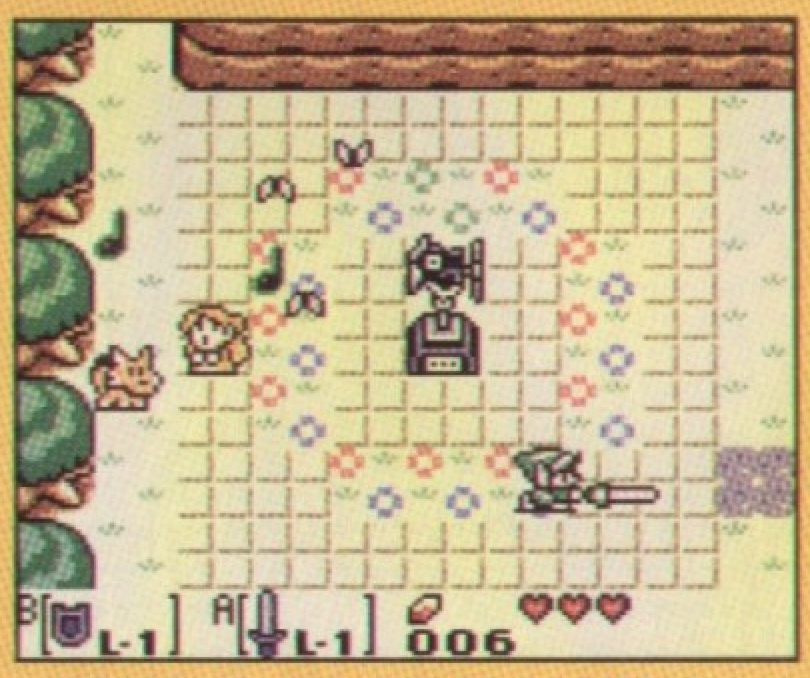
The second and biggest difference between the colour and the black and white versions (apart from colour obviously) is that there is an extra dungeon in the game which is only accessible when you're playing the game on a Game Boy Color. Successfully find and solve this dungeon, defeat the boss at the end, and you get yourself a secret item which wasn't in the first adventure and should prove very helpful on your quest!

Although fans of the black and white version of Link's Awakening will probably be a little disappointed that this is more-or-less the same game, the colour itself is a vast improvement making the whole environment – and more importantly the objects and obstacles in that environment – stand out tremendously. The addition of the extra dungeon and the photographer don't really change the game all that much, however in the words of an ancient philosopher, "If it ain't broke, don't fix it!"

Zelda: Link's Awakening DX is exactly what it says on the box: the deluxe version of *Zelda: Link's Awakening*. Treat yourself to a little luxury and be content in the knowledge that this is one of the most absorbing and fascinating adventures on any games machine.



▲ Once you've met the photographer he documents your adventures with his camera. You can print the photos out!


▲ What is the Wind Fish? And if he's so all-knowing, why can't he wake himself up?


▲ Every dungeon contains numerous chests. You need to find a new key for each one you want to open.



For all the latest N64 news, reviews and tips, contact the 64 MAGAZINE web site! http://totalgames.net

Please reserve me a copy of 64 MAGAZINE

name:

address:

postcode: tel:

RESERVATION COPY

Hand this in to your newsagent today to make sure that you never miss out on the UK's Number One Unofficial Nintendo Magazine.

Distributed to your local wholesaler by Seymour (ISSN 1366-6266)

TO ORDER A COPY TODAY, CALL (01202) 200200 OR FAX (01202) 200217 NOW!

BLOOD 'N' GORE ALL OVER THE SMALL SCREEN!



MORTAL KOMBAT 4





▲ Some of the backgrounds in this game are not what you'd call particularly 'inspiring'!

MORTAL KOMBAT was a sure-fire hit when it first appeared in the arcades with its distinctive characters and over-the-top gore. Subsequent conversions of the game for the home entertainment market did equally well, as did the resultant arcade sequels, each more outlandish and blood soaked than the last.

For each Mortal Kombat coin-op the formula changed very little. More characters were simply added and different and more bloody moves kept the die-hard fans happy, despite the fact that they were basically paying for more of the same. By the time *Mortal Kombat 4* hit the arcades the number of characters was huge and the guts level vomit-inducingly high.

Kome On!

Fans of the Mortal Kombat series will already be familiar with the game structure. After selecting your combatant you are taken to the level select screen where you must choose from one of three routes: easy, medium or hard. Each route is represented by a tower of blocks and the number of blocks increases as the difficulty level rises.

Each block in a tower represents a character, and as you face and defeat them you slowly move up the tower from block to block until you come face to face with the Elder God, Shinnok.

During the battle your health is represented by a meter at the top of the screen. Reduce your opponent's meter to zero before they do the same to you and you win the round. The first person to win two rounds wins the fight and – assuming that you triumph – you then proceed to the next level of the tower.

In addition to the health meter each character also has a run meter. This is a feature unique to the Game Boy version and it controls whether or not your character can sprint or not. Quite why this has been added (in previous games, running was just another move) isn't clear. To be honest it doesn't add anything to the gameplay and can

TOTAL GAMES GUIDE TO GAME BOY COLOR NINFO



MORTAL KOMBAT 4

PRICE	£24.99
PUBLISHER	Midway
RELEASE DATE	Out Now
GENRE	Beat-'em-up



▲ Despite the fact that the characters are so big, they still don't look incredibly impressive.



▲ "That does it, I'm going to poke you really, really hard in the stomach you red-clothed fiend!"





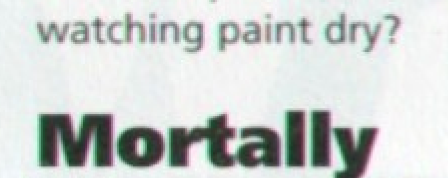
▲ "I told you that I was going to wear the yellow outfit today! I'll teach you to flaunt the rules of fashion!"



▲ Quan Chi wins, hurrah! But where's the totally over-the-top death scene where he rips his opponent's spine out?



▲ "Call that a jump you pathetic little girl? Now this is what you call a jump!"



cause frustration because the characters move incredibly slowly at the best of times.

True to Mortal Kombat tradition, when an opponent has been successfully overcome they begin to sway on their feet and the message 'Finish Them' appears. At this point you have the opportunity to pull off a fatality move, which basically involves disposing of them in some particularly gory way.

One advantage that the Game Boy version has here is that the fatality moves are all very simple to accomplish, so the less-nimble fingered mangle fans out there will all stand a chance of accomplishing them. However ,the fatality graphics themselves are somewhat disappointing, with a small window opening in the centre of the screen and just a few frames of monochrome animation depicting the rather confused result.

Strangely the number of characters in *Mortal Kombat 4* for the Game Boy – rather than including all the characters from the coin-op version – is limited to just eight. This wouldn't be so bad if the game played as well as all the other versions, however *MK4* for the Game Boy Color is, frankly, dull.

Rather than go with fairly small, but fast-moving characters, Midway has instead opted for large ones that move slowly and with only a few frames of animation. Being big, you'd expect them at least to be colourful, but each combatant consists of only three colours – black, white and one other.

The massive array of moves that Mortal Kombat has always been famous for is also gone, with each character getting only three special moves (which includes the fatality) in addition to the standard punch, kick and block. Anyone for watching paint dry?

Mortally Wounded

While you could argue that the lack of characters, colour and moves is a result of memory restrictions, it simply doesn't make up for the lack of atmosphere. Even the music which was so appropriate in other versions of the game is a disappointment, sounding like something more suited to a cutesy platformer than a gory battle that ends in certain death.

When you compare the gameplay in this to other Game Boy Color beat-'em-ups, like Sunsoft's *Power Quest*, there's just no contest. Mortal Kombat fans who were hoping for something special from this title are only going to be disappointed. There's really no reason to buy it, unless you're a totally obsessed fan who feels they have to own absolutely every Mortal Kombat game on every format. Beat-'em-ups can be done on the Game Boy, but this one just doesn't cut it.

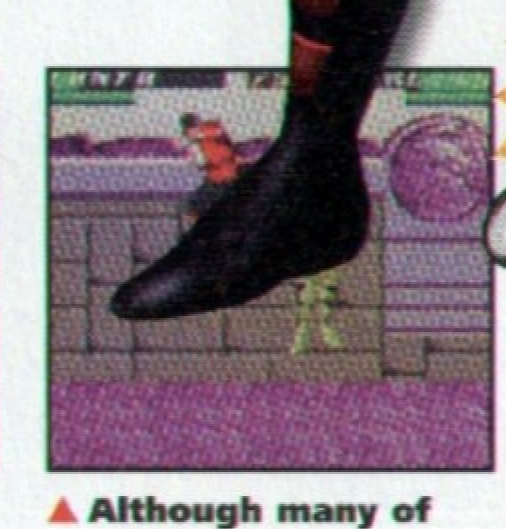
FULL COLOR



▲ Frankly, these two look more like they're taking part in the International Disco Dance championships than in a deadly fight to the death!



▲ Unfortunately, this is the rather disappointing fatality screen. Are you able to see what's going on children? No, neither can we.



▲ Choose from an incredible... eight characters. Hmm, perhaps the other characters were demanding too much money to appear in another game.



▲ Although many of the arcade moves have been omitted from MK4, the faithful old uppercut is still in there – let's be thankful for small mercies!

BLACK & WHITE COMPATIBLE

TOTAL GAMES GUIDE TO GAME BOY COLOR SCORE 51%



IT'S FARMING – ON THE GAME BOY! SERIOUSLY...





HARVEST

REVIEWS: HARVEST MOON GB



TOTAL GAMES GUIDE TO GAME BOY COLOR NINFO



HARVEST MOON

PRICE	£24.99
PUBLISHER	Nintendo
RELEASE DATE	Out Now
GENRE	RPG



THE FIRST Harvest Moon game appeared on the Super NES two years ago, and has since built up a cult following amongst gamers who were prepared to put aside their preconceived notions of what a farming simulator would entail. After all, let's face it, the notion of someone wanting to play a farming game ranks fairly high on the list of 'unlikely games'. However, *Harvest Moon GB* should surprise even the most cynical of you.

Harvest Moon is reminiscent in style to Nintendo's ever-popular Pokémon series, where players raise creatures – in Pokémon's case it was one of a wide variety of monsters, whilst *Harvest Moon GB* is concerned with the more down-to-earth likes of the humble cow, chicken and assorted vegetables.

The plot of the game is that the player inherits a farm from the Spirit – a sort of deceased ghost of farmers-past – who wants to see the abandoned farm that's located outside of the town restored to its previous glory. Sound simple? Well, you'll soon find that it's a daunting task at first, as there are many options and obstacles to overcome and you only have a year to turn the farm's fortunes around. But as with most games of this depth (and Harvest Moon GB has plenty of the latter), is that as soon as you've mastered the basic ideas and controls – like remembering to stick your crops in the shipping bin before 5pm everyday – the gameplay becomes extremely rewarding.

Down On The Farm

The first task awaiting any potential *Harvest Moon GB* farmer – after you've decided whether you want to play as either a male of female farmer – is making sure that your land is fit for sowing crops. This entails the player going to the Tool Shop and selecting the hammer and sickle. One of the great things about this game is that you're given a guided tour of the farm at the beginning of the game, so navigating your way around your new property isn't too hard. The hammer and sickle are used to smash up rocks and cut down the weeds, and once the work has started on the fields you soon notice how quickly time flows in the game. In fact, each virtual day runs for around two minutes, which means you've got approximately over 700 hours to get things sorted – now that's a lot of gaming for your money!



▲ **The friendly Spirit asks you to take over his farm ranch and bring it back to prosperity – how can you refuse?**

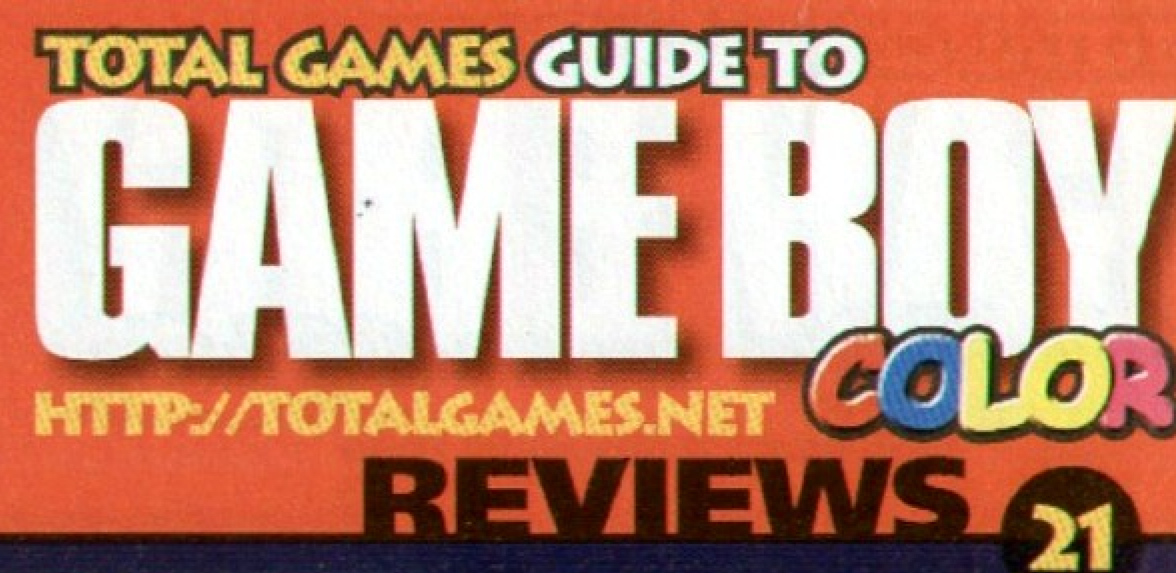


▲ **The town next to the farm has a variety of shops – the Juice Bar is the place to go if you fancy treating yourself.**



▲ **You are given a guided tour of your farm at the beginning of the game – above are the two silos which store grain.**









MOON GB

The farmer soon becomes tired after his exertions, and he lets you know in no uncertain terms! During an average farming day, the character will either sigh, mop his brow or even temporarily flop to the ground if he becomes too tired. The only way around it is to make sure that the farmer has something to eat or takes a nice relaxing dip in one of the hot springs which are dotted around the farm.

To break up the routine of tending your crops, the local town is great for popping into and stocking up on provisions. The Juice Bar is also the place to go for a refreshing non-alcoholic beverage (hey, this is a Nintendo game, so don't expect any beer or vodka on tap). Just when you think you've got this farming game sussed, along comes an 'unexpected event' – earthquakes and typhoons are the most unpleasant of which, but there's always the annual Christmas party and Spring picnic to look forward to.

Sow What?

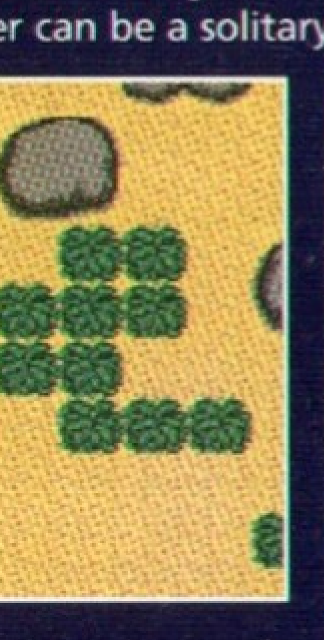
Since this is a Nintendo title, Harvest Moon GB has the cuteness factor turned up to ten, which is obvious in the childlike quality inherent in the way the characters bob around on the screen – even the cows and chickens have a certain charm, and its easy to become attached to them during your daily farming routines. Although the life of a Harvest Moon farmer can be a solitary one, there are Harvest Sprites hiding underneath the farm's tool shed. They tend to be a bit shy if disturbed, and it can be easy to accidentally bash them on the head whilst tending to the weeds and rocks (believe us, we've done it and the Sprites certainly don't like it!) Take the Game Boy Color magazine's top tip, and that's to give any Harvest Sprites you see some mushrooms. The little gnome-like creatures love them and could reward you with magic tools which will make your farming life that little bit easier.

Like Pokémon, players can link up with friends and swap supplies, livestock and assorted bits and bobs with other *Harvest Moon GB* gamers. This is done by using the Game Link cable, and by 'telephoning' each other using the phone in the farmer's house. The latter is a particularly nice touch, as it keeps the player within the Harvest Moon universe, rather than interrupting the flow of the gameplay.

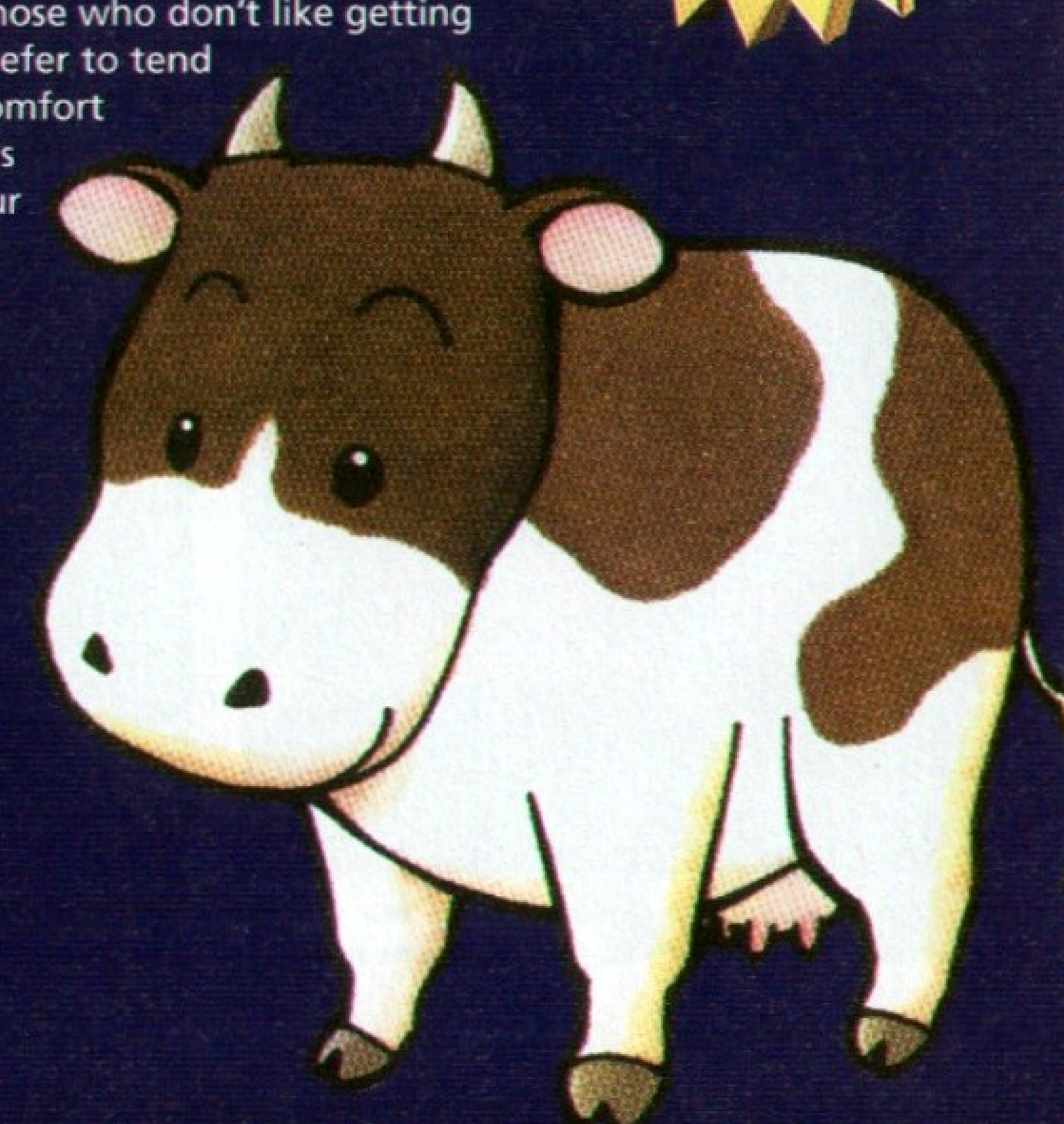
This is farming for those who don't like getting up early, and would prefer to tend their crops from the comfort of their armchair. If this type of game sows your field, then take note that *Harvest Moon GB* is now on sale from all good Game Boy Color stockists.

FULL COLOR

BLACK & WHITE COMPATIBLE







CLASSIC COMPILATION OR CHILDISH NONSENSE?

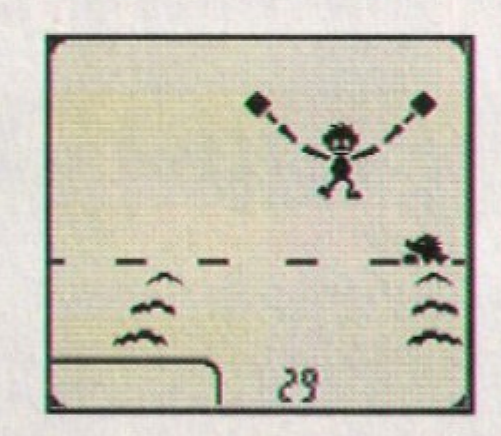
GAME & WATCH GALLERY 2

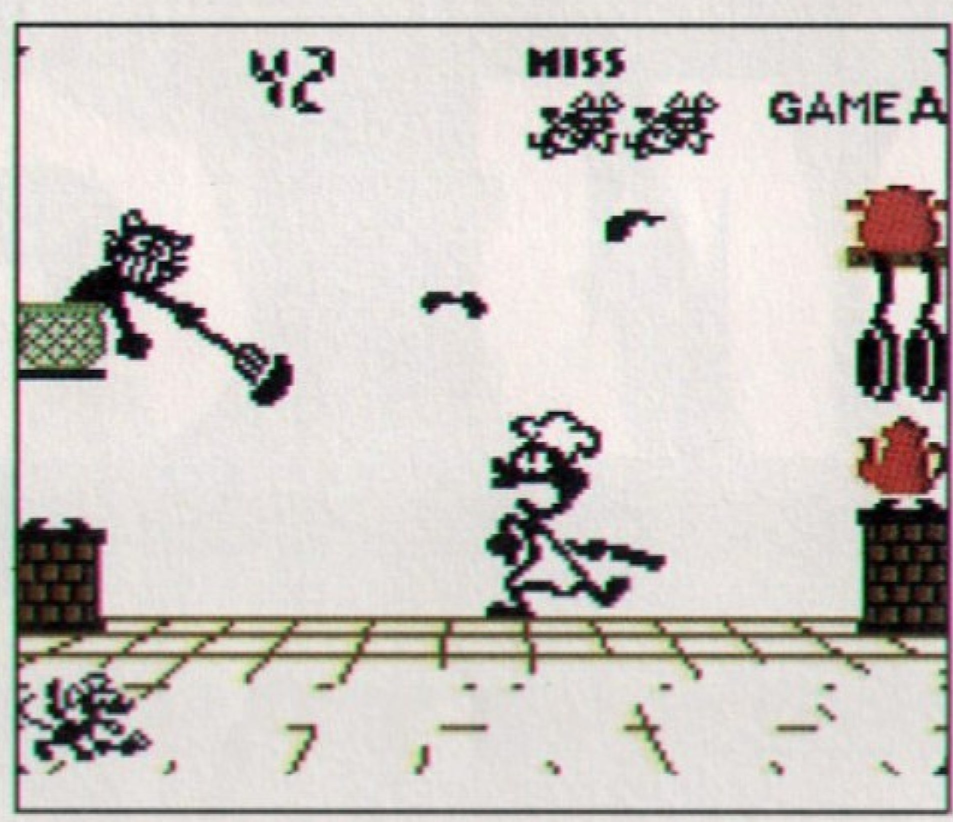
TOTAL GAMES GUIDE TO GAME BOY COLOR NINFO



GAME & WATCH GALLERY 2

PRICE	£29.99
PUBLISHER	Nintendo
RELEASE DATE	Out Now
GENRE	Arcade Compilation





▲ The Classic Chef game is fraught with tense moments and requires that players are quick with their frying pan-flipping hands.



▲ Helmet may sound simple enough, but you try getting from the house to shed without getting bashed on the head by assorted tools.

NINTENDO HAS wisely looked way back through its history book for its latest Game Boy Color release. *Game & Watch Gallery 2* is a collection of five Nintendo Game & Watch games from the early Eighties. Game & Watch was Nintendo's first stab at the hand-held game genre, that predated the Game Boy by almost ten years, and were essentially one game in a portable, pocket-sized format – if you wanted to play something different, you would have had to buy another Game & Watch title.

Since the standard, quality and depth of video games has come on leaps and bounds since the original era of Game & Watch, Nintendo has not simply collected five games and stuck them on a Game Boy Color cart in a bid for a quick buck. Oh, no. Nintendo has been a bit more clever than that.

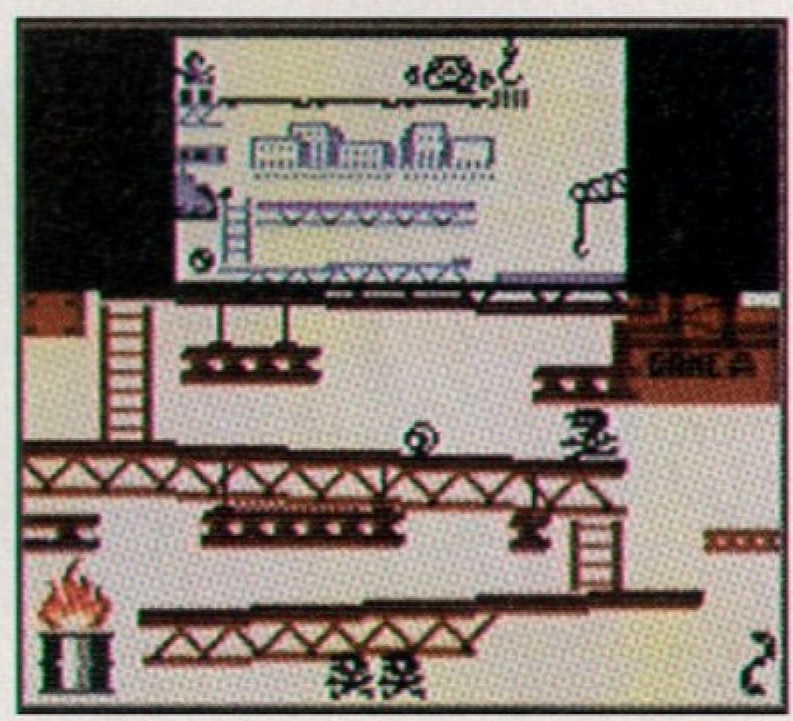
As well as a faithful copy of five original Game & Watch games – Parachute, Helmet, Chef, Vermin and industry classic Donkey Kong – *Game & Watch Gallery 2* also includes brand-new, never-before-seen modern renditions of the five games. The latter are in full colour (not the simple monochrome, wire-frame graphics of the Eighties originals), and have a collection of catchy ditties and sound effects (rather than the simple beeps and tweets of their predecessors). Each game offers you the choice of Classic or Modern mode, and



▲ The Chef gets a personality – ie, Princess Peach – in the Modern mode.



▲ The Modern version of Donkey Kong is chockful of detailed levels...



▲ ...whilst the Classic option only has two (very difficult) stages.





ATCH






▲ **With the Classic and Original modes combined, there are ten games to get to grips with.**





after selecting your particular flavour, you are then given the option to choose which difficulty you want to play on. Since each game is different, let's take a look at each of them in turn.

Parachute

As with all Game & Watch games, the idea of Parachute is relatively simple, but once the pressure mounts, things take a stressful turn for the worse! In the Classic mode, you need to help paddle an anonymous sailor's boat from left to right, catching the falling parachute men before they plunge into the shark-infested waters.

In the Modern mode, our hero gets a personality and a face, but I'm sure Mario needs no introduction! The hapless plumber has to rescue the parachuting Toads, but there are added elements to contend with. For instance, Toads can bounce off the fish if Mario misses them the first time around, and there's a cannon on the right-handside of the screen which shoots out any unfortunate Toad that happens to land on it. Trying to row back and forth for the Toads dropping from the sky, whilst contending with the cannon-launched variety can soon cause you all sorts of headaches!

Helmet

It's raining hammers and spanners! In Classic mode, Helmet's resident handyman needs to make it to the shed on the right of the screen whilst avoiding falling tools. Single tools are soon followed by a deluge of odd-job implements, so you'll need quick reactions to avoid being crowned.

Mario is again the star of the Modern mode, and we also discover who is creating the tool rainstorm: a Koopa Paratroopa – although, in this mode, the only tool being dropped is a hammer… and loads of them at that! There's the added incentive of coin collecting in the Modern mode as well, but greed could soon get you into trouble.

Chef

Hmm, something smells good! Although, that said, the Chef does seem a bit eccentric. After all, he spends all his time flipping food from one end of the kitchen to the other, avoiding a single scrap from falling on the floor.

The Mario brothers are the cooks in the Modern mode, with the flipping-food antics being left to Princess Peach. Our Royal-Chefness needs to ensure that the food is well-done before its given to Yoshi, and if she does well there are bonus points to be had.

Vermin

Get ready for some whackin' good fun! The Classic mode of Vermin is probably the weakest game on offer within *Game & Watch Gallery 2*, because there's no real skill involved from going back and forth when the game automatically whacks the moles for you if they're at the right angle.

However, the Modern mode is much more fun, and you'll soon be grinning from ear to ear as you enjoy helping Yoshi to protect his eggs from the bad guys.

Donkey Kong

A game that probably needs no introduction, particularly as it was the first game to star the titular gorilla with attitude, and a certain Italian plumber called Mario. The classic Game & Watch game has been faithfully reproduced, even down to the sheer frustration factor instilled when you lose yet another life due to an errant rolling barrel.

The Modern mode updates this classic with some gorgeous full colour graphics: there are some great animations on Mario, Donkey Kong, the Koopas and Princess Peach; as well as the different and colourful environments which mark a departure from the traditional building site.

Watch Out!

Game & Watch Gallery 2 is an essential purchase for your Game Boy Color, as well as providing tons of fun, it is also a video game history lesson! If you have a few minutes to spare then *Gallery 2* is perfect for those 'quick fix' gaming sessions, and the choice of five separate games (or ten, if you add up the Classic and Modern modes) means that there's plenty of variety on just one cart. *Game & Watch Gallery 2* should feel right at home sitting next to *Tetris DX* and *Zelda: Link's Awakening DX* in your Game Boy Color games library. It's simply the ideal Game Boy Color game.



TOTAL GAMES GUIDE TO GAME BOY COLOR SCORE
92%

DON'T LOSE YOUR SHIRT WITH THIS CARD GAME COMPENDIUM!





▲ Unlike most casinos the ones in Cool Hand let you choose the number of card packs you use.

▲ Solitaire mode gives you four different variations of the game to choose from.

COOL HAND

FULL COLOR

CARD GAMES probably aren't the most exciting activity you could think of. They were probably quite wild in the 'Old West' where a dodgy hand could result in an all-out gun-fight, but these days they've lost most of their glamour.

Cool Hand offers you the chance to try your luck and skill at three different card games: Black Jack, Cribbage and Solitaire – the latter allowing you a choice of four different styles.

Each game comes complete with full instructions and an in-game help function which can advise you of the rules as and when they apply and also offer you advice on the appropriate course of action.

Whilst card games aren't the first thing you'd think would make a fun computer game, it has to be said that they are well-suited to the Game Boy Color. Cards are a great way to pass the time on a long journey and its not always practical to spread out a pack of them on a train, coach or in the back of someone's car.

Cool Hand also gives you the chance to play against an opponent – in the case of cribbage and black jack – without having to accost some stranger unlucky enough to be travelling with you and forcing them to join in. Graphically it must be said that the small screen of the Game Boy makes some of the solitaire games a little cluttered. However, the other two games are clearly presented and the black jack mode lets you take on a casino without the risk of losing any actual money – which has to be the best way to play (although, of course, you don't get to walk away with a fat wallet when you do manage to beat the dealer).

Cool Hand is a collection of fun card games and not a bad little buy, although an actual pack of cards would obviously be much cheaper.

TOTAL GAMES GUIDE TO GAME BOY COLOR NINFO

USE CONTROL-PAD AND PUSH A TO SELECT YOUR TWO CARDS.

COOL HAND

PRICE	£19.99
PUBLISHER	Take 2
RELEASE DATE	Out Now
GENRE	Card Games

TOTAL GAMES GUIDE TO GAME BOY COLOR SCORE

85%



▲ The cribbage mode gives you handy hints as to what cards you should play, if and when you require any help.



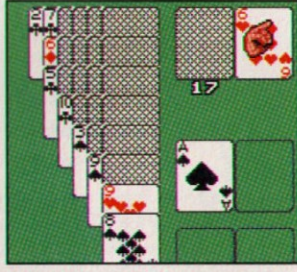
▲ Your opponent in cribbage is called Bill. He pops up whenever he's thinking about his next move.



▲ Your betting limit in blackjack is decided by the casino you're playing in. As you win more you can move to the higher-stakes casinos.



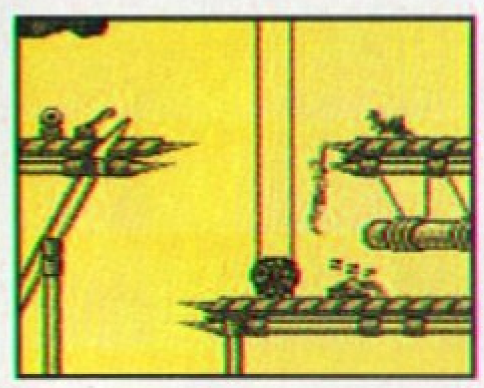
▲ At any time during the games you can call up some on-screen help and advice. This is a great way of learning how to play the games.



▲ Klondike solitaire is probably the version that most people will be familiar with. The layout looks a little squashed on the Game Boy screen.



ODDWORLD ADVENTURES



▲ One slip and Abe will land on a sleeping Slig – and that's a bad thing!



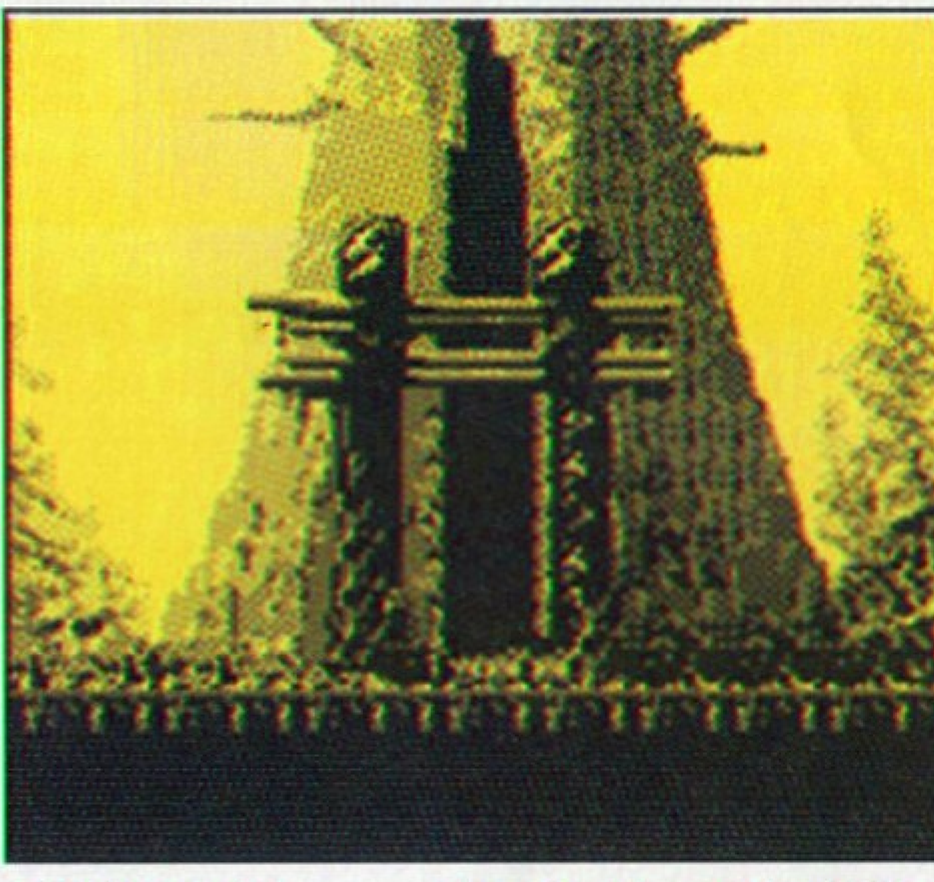
▲ Abe can avoid his foes by rolling under low cliffs, for example.



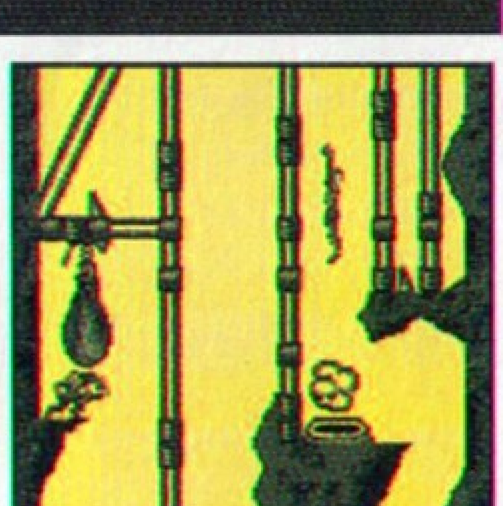
WELCOME TO Oddworld. GAME BOY COLOR magazine is sure that you have probably seen nothing else quite like it before. Your tour guide during your visit is Abe, an odd-looking humanoid creature from a race called the Mudokons. The Mudokons have been enslaved by the cruel and greedy Glukkons, and it is up to Abe to save his people, but he can only do it with your help.

Oddworld Adventures is the first Game Boy title in the phenomenally-successful PlayStation and PC series of Oddworld games. The first, Abe's Oddysee, was released back in 1997 and was followed with Abe's Exoddus late last year. The Oddworld series has built up a loyal and steadily growing following due to the endearing nature of the games characters, and the Game Boy's own *Oddworld Adventures* is no exception.

Although initially Abe is 'visually challenged' (ie, he's pretty darn ugly!) he quickly wins over even the most cynical of players with his naive charm. The same can also be said, but to varying degrees, of the Oddworld series' rogues gallery. From the gun-wielding, hand-faced Sligs, to the sometimes cute Paramites, each character in the Oddworld series has a life of its own.



▲ Welcome to Oddworld. The scenery may look attractive, but it's also bad for your health!



The aim of *Oddworld Adventures* is similar to its predecessors, as you need to guide Abe across dangerous terrain, avoiding traps and the bloodthirsty Sligs, Slogs, Bees, Bats and Paramites. Abe needs to light all the flintlocks dotted around the Paramonium Temple, and once these 'holy fires' are lit, Abe will receive the sacred scar on his hand. This, according to Mudokon legend, will give Abe the power to save his people from their Glukkon tyrants.

It may sound tough, but our Abe is no slouch, for starters her can possess Sligs (but only when he can't be seen by them) and even use their machine guns! Abe can also communicate with other Mudokons by whistling a secret password – which you'll pick up during your adventure, and whistling the correct password is the only way some Mudokons will trust you enough to talk to you.

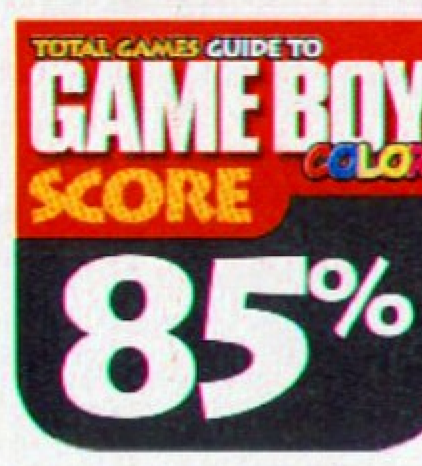
Oddworld Adventures may be 'another platform game' but this has got stacks of playability due to its quirky and original nature. There's plenty here to keep you occupied, as you attempt to negotiate land mines and falling boulders, open up chime locked doors, ride pulley-controlled platforms, and discover the secrets of the Paramonium Temple by using the Story Stones. It's just a shame that it's not in colour!





ODDWORLD ADVENTURES

PRICE	£24.99
PUBLISHER	Nintendo
RELEASE DATE	Out Now
GENRE	Platform



MINDLESS DESTRUCTION IS THE NAME OF THE GAME!

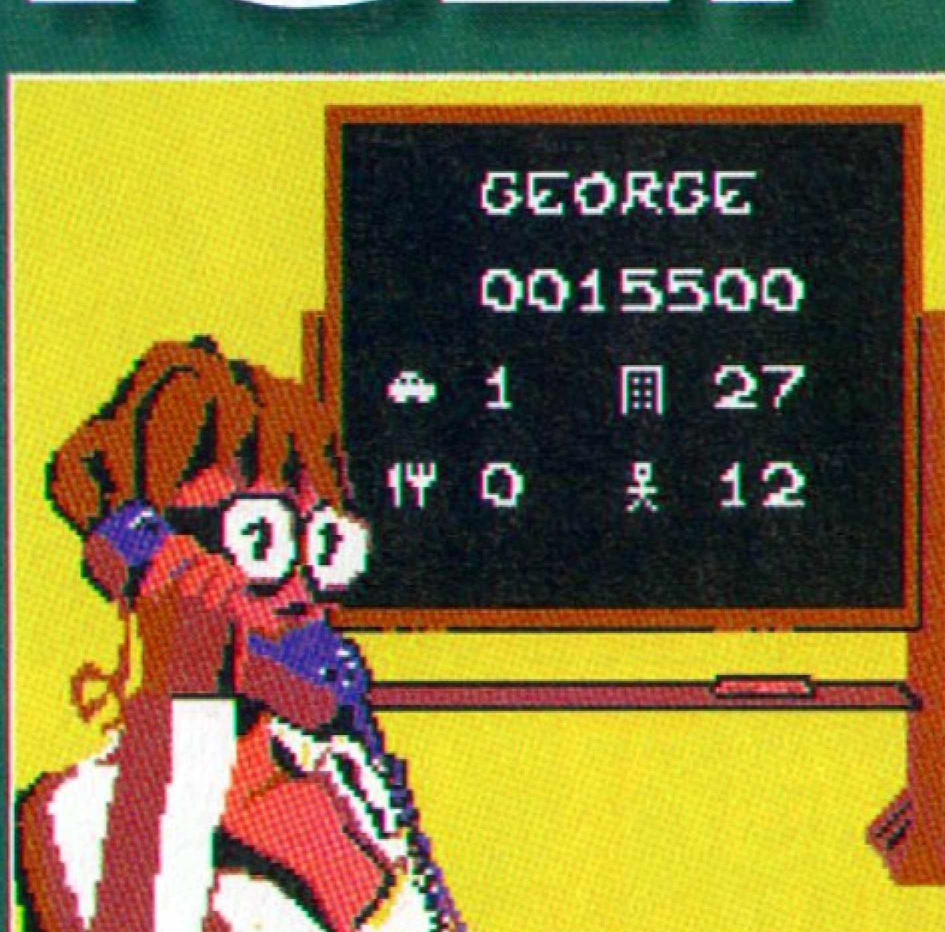
RAMPAGE: W



BLACK & WHITE COMPATIBLE

MIDWAY HAS always produced top-notch arcade machines, but these were designed to encourage passing punters to part with their hard-earned ten pences for a quick thrill and that was all (this was obviously around the time when 50 pence would feed a family for a week, with enough change left over to purchase a small house in the country). The longevity of such arcade games however is more questionable.

Some have indeed gone on to amazing success and been converted for multiple home entertainment platforms. Others haven't done so well. *Rampage* was a title which did well in the arcades and also well on the home computers of the time, but has since faded in addictiveness somewhat. The release of *Rampage: World Tour* on the PlayStation and N64 met with little more than apathy. Has *Rampage* had its day? Midway hopes that the Game Boy Color will prove it hasn't.



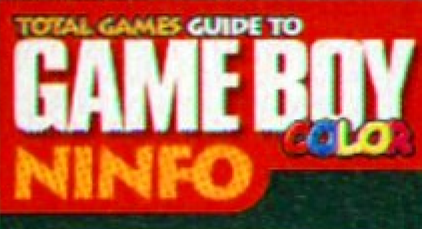
After each stage has been completed (read: demolished) this woman appears and gives you a status report on the destruction so far.

Wild In The Streets

For those who have never played *Rampage* or *Rampage: World Tour*, the story goes something like this...

The unfortunately named Scumlabs International, a company specialising in toxic waste products, experiences a slight hiccup at one of its many plants. A side effect of this accident is that three lab technicians, Lizzie, George and Ralph are exposed to toxic chemicals which mutate them into huge monstrous creatures – a lizard, a gorilla and a werewolf respectively.

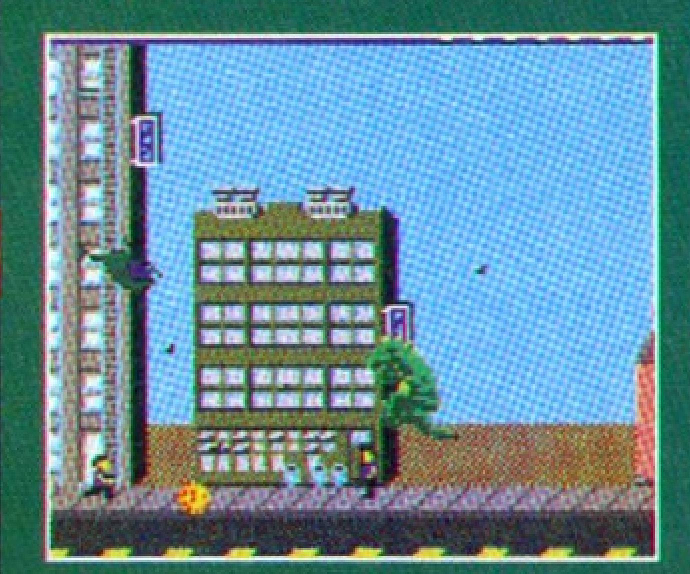
Now you'd think that the object of this game would be to stop the rampaging monsters, wouldn't you? However, the object of the game is to take control of the monster of your choice and to cause as much destruction as possible to the world's cities. This basically involves climbing up and down numerous buildings and smashing hell out of them with your fists and feet. To aid the monsters on their travels you can collect food and various power-ups from the inside of smashed buildings. Hampering your destructive efforts though, are the forces of government oppression – far from wanting to help calm and console our poor mutated white-collar workers, the establishment in *Rampage: World Tour* sets out to terminate them with extreme prejudice! Helicopters, soldiers, tanks and building defence forces are





RAMPAGE: WORLD TOUR

PRICE	£24.99
PUBLISHER	Midway
RELEASE DATE	Out Now
GENRE	Arcade



When you punch or kick holes in the various buildings you'll uncover a number of items. Picking up cash increases your score.



I'll crush you all, you insignificant ants! I'll tear down your... ah, this probably isn't a good time to discover I'm afraid of heights.

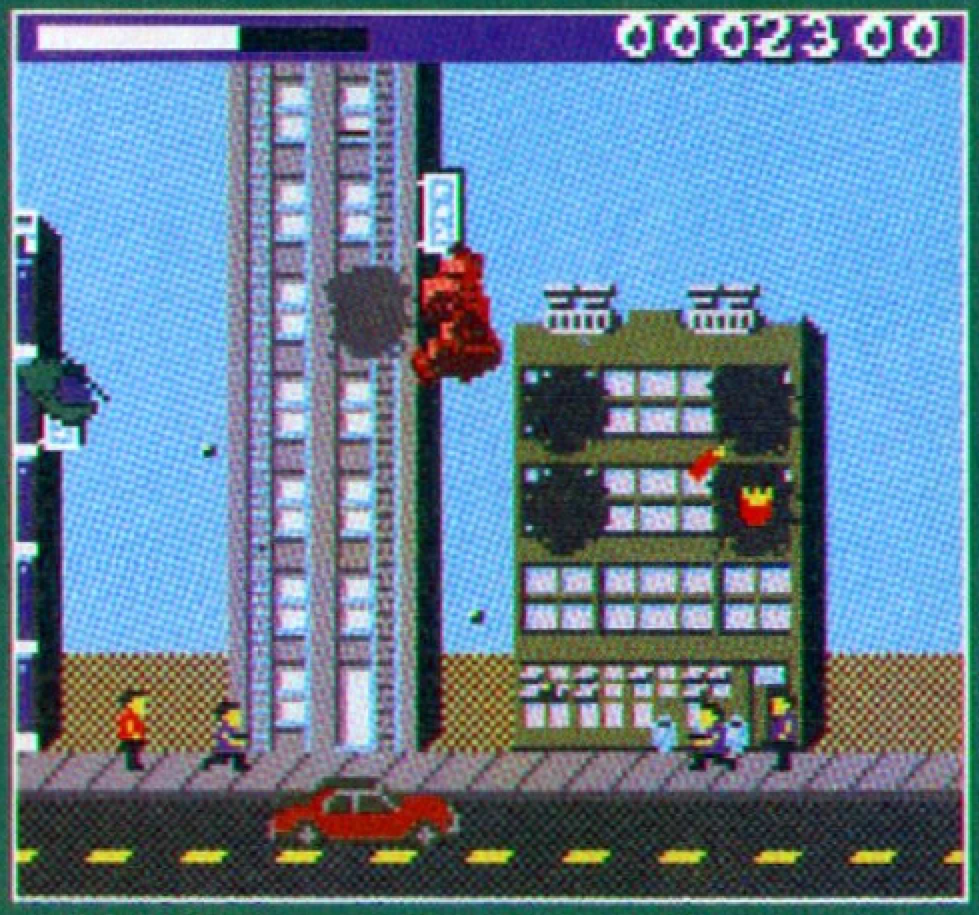


The lack of a multiplayer option is very sad, particularly with the Game Boy Color's fantastic infrared link-up capability.

VORLD TOUR



Strangely, the cities in the Game Boy version all seem to have built their structures some distance apart.



Helicopters are a constant problem. If they hit you with their gunfire you can be knocked off the building.


Not all the best bits from the original arcade version have disappeared. It's still possible to grab pedestrians and eat them.

just a few of the things that Lizzie, Ralph and George have to deal with on their quest to build a better – if flatter – world.

In the arcade, *Rampage* was tremendous fun. The fact that you were the one causing the damage rather than preventing it, going against convention and 'socking it to the system' was probably what made the game so popular, but somehow this just didn't translate to the N64 and PlayStation versions. Sadly, it doesn't seem to have made it into the Game Boy Color version either.

The arcade version of *Rampage: World Tour* was especially fun because you could play with two friends. The Game Boy Color version doesn't even let you play with one other. Another thing which was great was the satisfaction of watching huge buildings topple to the ground in clouds of dust and debris. The buildings in the Game Boy version simply vanish storey by storey as if someone is folding them down from behind.

Even the satisfaction of eating city defence soldiers and helpless screaming civilians just isn't there because there are none of the oh-so-gratifying screams and explosion noises. Instead, an absolutely awful 'classical' tune drones on and on in the background. You can switch off this 'music' (and we're using that in the loosest sense of the word here) but then you get no sound at all!

Collateral Damage

In case you're wondering about the significance of the 'World Tour' part of *Rampage: World Tour*, this came about due to an updated version of the game being released into the arcades. In the original game, the demolition action was confined primarily to the streets of someplace called Peoria. In the updated version our friendly monsters get to travel the world; knocking down famous landmarks and scoffing the local florae and fauna.

In the arcade version it was possible to distinguish between well-known foreign locations by the use of famous landmarks, although in general the buildings looked fairly similar. In the Game Boy Color version every level looks the same, with Liverpool totally indistinguishable from downtown LA. If *Rampage: World Tour* had featured a link-up mode and the characters had been bigger, the sound effects better and the locations more varied then maybe there would have been some incentive to play it, but as it is you're better off spending your cash down the local arcade.



TOTAL GAMES GUIDE TO GAME BOY COLOR SCORE
58%

THERE'S FEW THINGS MORE DANGEROUS THAN A RAT WITH A MACHINE-GUN!



RATS



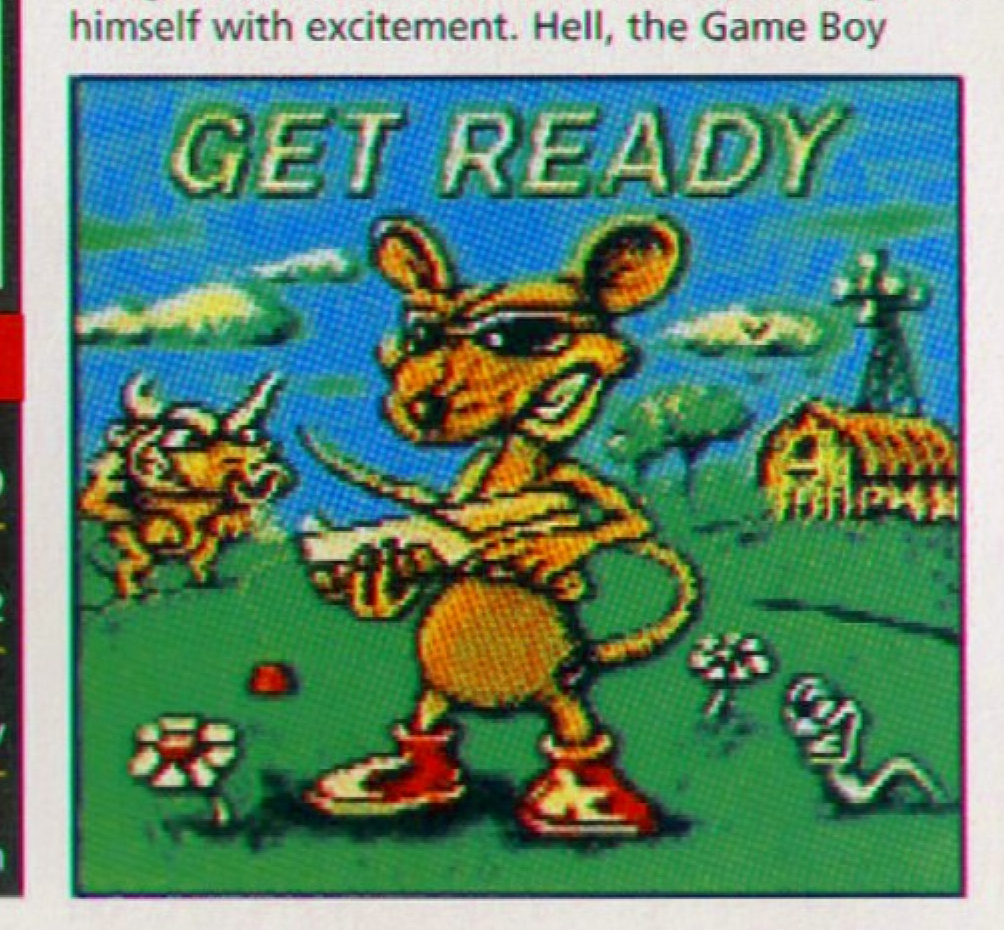
YOUR GIRLFRIEND

has just been abducted – what d'you do... what do you do? Well, if you're about six inches tall with mangy fur, a cheap pair of shades and a whole lot of attitude, then you grab yourself a machine-gun and go after her!

That is the rather loose plot behind this platformer-with-guns from Take 2. Mr Rez is a rat with a problem. The love of his life has been kidnapped by a mobster called Marlon Mozzarella who happens to be both her father and also the head of a massive underworld crime syndicate. So to win his girl back Mr Rez needs pick his way through no less than 75 levels, each of which is populated by some very unfriendly adversaries. None of these guardians is feeling particularly romantic and they're all intent on making sure that no matter what, if they have anything to do with it, then boy will most definitely not be meeting girl.

You Dirty Rat!

Basically *Rats* – originally titled 'Reservoir Rats' for the minutia obsessed amongst you – is a platform game styled after the many hundreds of eight-bit platformers that used to be around on such antique gaming platforms as the Sinclair Spectrum 48k and the Commodore 64. In those days graphics were – to put it bluntly – lousy and the capabilities of the machines limited. If you took an N64 and a copy of *The Legend Of Zelda* back in time and presented it to one of the early programmers that worked on the games for those machines he'd probably wet himself with excitement. Hell, the Game Boy





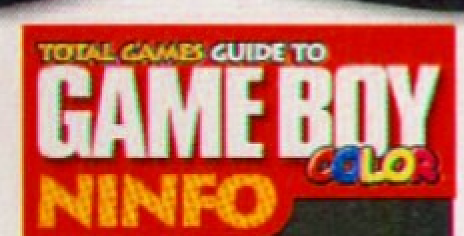
▲ Kill a creature with your gun and it will leave behind an an egg. If you don't reach this egg and knock it off the screen it will hatch into a new, deadlier adversary.



▲ Mercy is not a word that the denizens of the Rats levels are familiar with – one touch and you die!

Color version would be enough to have him throw a fit! Anyway, what we're trying to say is that because these machines were so aesthetically-challenged with very little power, the games had to be simple but still very playable. Which is basically what
Tarantula Studios, who developed *Rats* for Take 2, have gone for.

The format of the game is very simple. You need to get Mr Rez through each level to an exit door in order to progress to the next stage. Sounds simple enough, doesn't it? To hamper your progress





RATS

PRICE	£19.99
PUBLISHER	Take 2
RELEASE DATE	Out Now
GENRE	Platform

▲The small rat-like fellow above Rez in this shot moves very fast and has a nasty habit of jumping across gaps.



▼ Only when you've eaten all the food on the level will the exit door finally open. Not good news if you were thinking of dieting.

▲ Collect the food and shoot anything that moves. It's important that you don't get these two rules mixed up!

however, there is a veritable army of guardian nasties who come in four distinct types.

The first look like snails and are slow and stupid. The next level up resemble snakes, are a little faster and will follow you when you get onto the same platform as them.

The third are very fast, look like rats and can jump across gaps. Finally the fourth type of enemy look like foxes or squirrels depending on your point of view, move like lightning and roam everywhere. Fortunately Mr Rez is packing some pretty heavy firepower which should stand him in good stead against most nasties – unfortunately though there are also two other types of guardian, the bird and the rotating axe, and these are indestructible so you have no choice but to avoid them. To help you through the levels you'll find some useful pick-ups that give you bonuses such as extra time or more lives, plus ones that freeze all the nasties on the screen. You need to be careful what you collect however because there are also pick-ups that mutate low-level nasties into the more dangerous high-level types.

The levels start off small and get bigger as you progress through the game. As you move around, the screen scrolls smoothly along with you ensuring that Mr Rez isn't taken by surprise by some off-screen nasty – at least, not one of the slow ones.

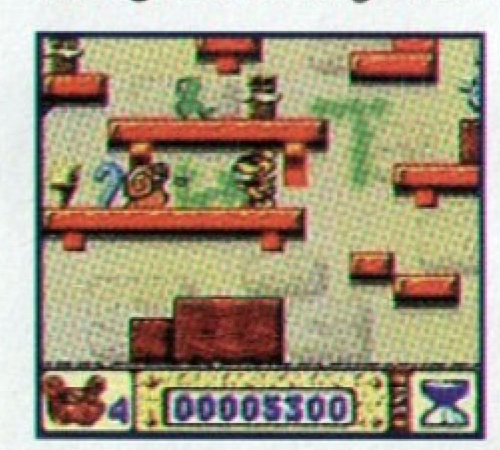
In addition to dealing with his on-screen adversaries, Mr Rez also has to collect items of food from each level in order to get the exit door to open (which sounds a little implausible, but hey, you're a rat with a machine-gun!) Take too long in this task and a winged henchman is despatched by the big boss, which will make your task all the more hazardous.

Gotta Wear Shades

While the gameplay structure in *Rats* may not sound particularly exciting, like the old eight-bit titles it resembles its surprisingly addictive. After battling through the first level without much difficulty, things quickly become much more tricky as the route to the door becomes less obvious and the food seems to be always just out of reach.

Timing your jumps and planning your routes is essential, and one of the easiest ways to die is to jump onto what looks like a safe platform without spotting the enemy roaming just above and head-butting him – death is a one-touch deal in this game. Fortunately a password system is included for when you die and you don't even need to write them all down – the game remembers the last password you found and recalls it for you – at least until you turn the power off.

Rats is by no means an easy game but at least you're not going to finish it too quickly. If you're after some retro platform gaming fun then you can't go far wrong with this.











▲ Not all the inhabitants of the Rez's world are animals. Although, they're still all pretty ugly.



▲ While Rez's gun gives him an advantage in most situations, it doesn't here because this guy's got one too!



▲ The sign says it all. The little fellow with the wings and the pitchfork has appeared because Rez took too long.

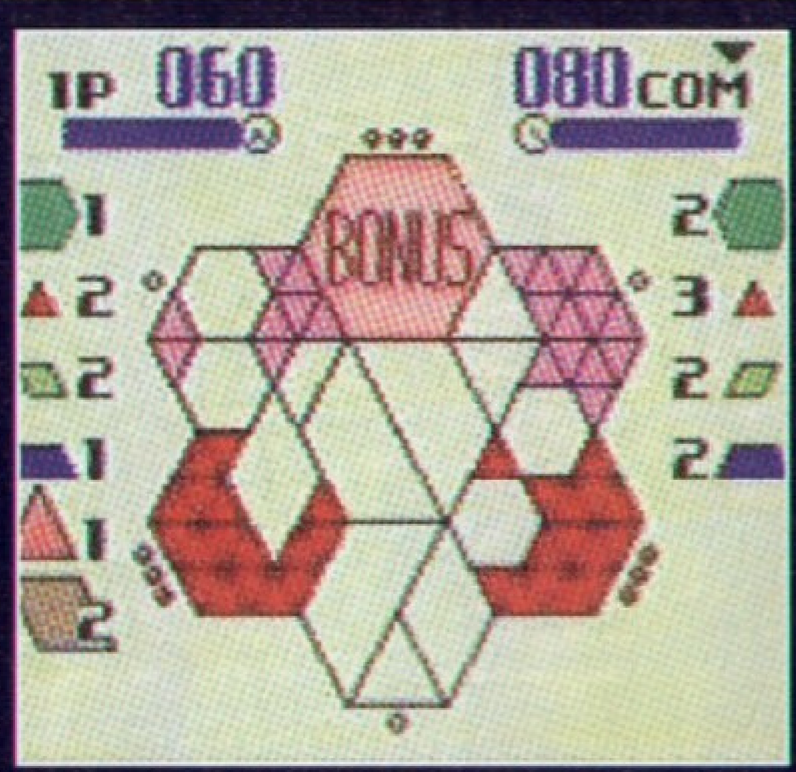


MOVE OVER TETRIS, THERE'S A NEW GAME IN TOWN!

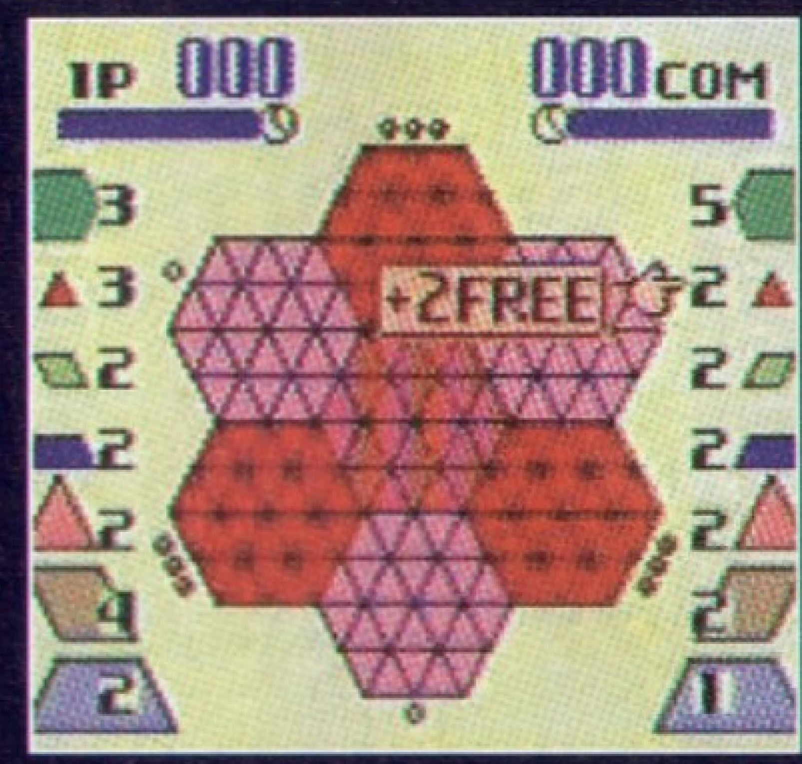
FULL COLOR



▲ You don't have to place a piece so that it falls only within a hexagon to complete it. Overlapping pieces are equally valid.



▲ Complete one of the six exterior hexagons to get an additional score bonus. This is what usually decides the winner.



▲ At the beginning of each game, extra pieces are awarded randomly. This is extremely useful if they happen to go to you.

HEXCITE

BLACK & WHITE COMPATIBLE

HEXCITE IS a new puzzle game which bears some similarity to dominoes – that's dominoes the game, not the practice of standing loads in a line and knocking them over.

Gameplay in *Hexcite* takes place on a grid that is made up of seven hexagons – hence the title. Each player – for there are always two, if no human opponent is available the CPU sits in – gets a set number of different shaped pieces which vary in size and value.

One player then chooses a piece and places it on the grid. This piece can't go just anywhere though, and this is where the similarity to dominoes comes in. Whereas in dominoes the placing of pieces is governed by numbers – ie the numbers on the edge of the domino being placed must match those on the domino it is being placed against – in *Hexcite* the placing of pieces is governed by shape. It's okay to place a piece which has a shorter edge against a piece with a long edge, but not the other way round. This is fairly simple to begin with but gets more complicated as the grid fills up and you have to start dealing with more than one edge at a time. Each player keeps placing pieces in turn until either the grid is full up or no one can place any more.

Hexcellent!

New and original puzzle games are a rarity these days and ones that are easy to play first time out are even more scarce. Due to its straightforward rules *Hexcite* is incredibly easy to pick up but very difficult to put down. The main criticism must be with the difficulty level of the CPU opponent though. On even the beginner setting it is practically impossible to beat because it rarely makes a mistake and so you spend each game trying desperately to counter each of its moves. Whilst challenge isn't too a bad thing, it does say beginner level!

Fortunately the optional two-player mode – either in turns on the same screen or with another Game Boy via link-up – gives you the chance to take on a more fallible friend instead.

If you're looking for a challenging puzzle game and an alternative to *Tetris DX* for your Game Boy Color then *Hexcite* is it – just be prepared not to sleep for a very long time!

GAMES GUIDE TO GAME BOY COLOR NINFO

THE SHAPES OF VICTORY — HEXCITE GAME BOY COLOR

HEXCITE

PRICE	£24.99
PUBLISHER	Ubisoft
RELEASE DATE	Out Now
GENRE	Puzzle

TOTAL GAMES GUIDE TO GAME BOY COLOR SCORE

85%

WIN!

Ubisoft have generously given us a Game Boy Color and a copy of *Hexcite* for the lucky reader who correctly answers the following question:

How many sides does a Hexagon have?

Send your answer on a postcard to 'I'm So Hexcited Compo', Game Boy Color magazine, Paragon House, Paragon Publishing, St Peter's Road, Bournemouth, BH1 2JS, to reach us by 1 July 1999.





CENTIPEDE

BLACK & WHITE COMPATIBLE

FULL COLOR



▲ The red thing that's near the top of the screen is a scorpion. If you manage to destroy this fella you'll be rewarded with a bonus.



▲ If the centipede gets this close then you're in big trouble. Fortunately in this case it's not very big by the time it gets low down the screen.



▲ The spider which appears at the bottom of the screen is fairly easy to avoid at first, although he becomes annoying later on.



▲ As you slowly destroy the centipede it begins to break up, unless you pick off the segments at the end each time.

BACK WHEN *Space Invaders* was deemed the height of videogame excellence, *Centipede* was something a little different. Like so many games in those days it took an already established formula and simply changed it a little to create a different game. Come to think of it, that still happens now!

Centipede takes the aliens from *Space Invaders* and pushes them together to make... well, a centipede! So rather than taking on an armada of alien adversaries, all the player has to deal with is a long one which winds down the screen towards you. Sound easy?

To make things more difficult the centipede divides if shot, giving you multiple targets. Each time a piece of the centipede is destroyed a mushroom appears on screen and each time the centipede hits a mushroom it drops one line down the screen – closer to you. The more centipedes you kill, the more mushrooms appear and the faster each successive centipede snakes down the screen.

This is a classic arcade shoot-'em-up at its best. With each successive wave the action gets faster, and the addition of other creatures like spiders and various assorted insects keeps you on your toes. The various two-player modes including a superb co-operative link-up give a little something that the arcade never had without spoiling the simple fun. *Centipede* offers just the kind of quick fix that Game Boy owners love and it's a great travel game, but compared to the latest GB Color games it's fairly dated and repetitive.

GAME BOY COLOR NINFO

CENTIPEDE

PRICE £19.99

PUBLISHER Take 2

RELEASE DATE Out Now

GENRE Arcade Shoot-'em-up



SUPER BREAKOUT

FULL COLOR

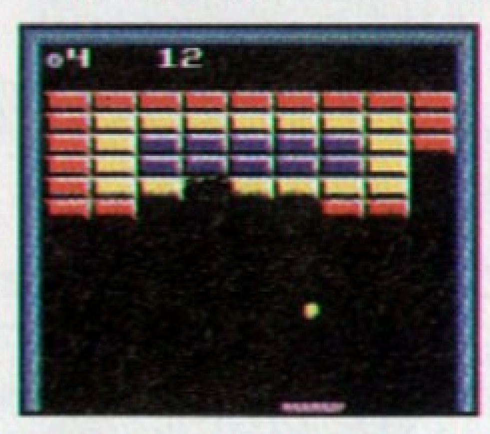
BLACK & WHITE COMPATIBLE

ADDICTIVE GAMEPLAY is what this game is all about. *Super Breakout* for the Game Boy Color has no pretensions. Just you, the bat, the ball and the wall.

Features include bats on two levels – where if you miss with the top one the bottom ones should pick up the ball – and more complicated block formations than just the standard wall. Then there's the inclusion of extra balls within the blocks which when free can be used simultaneously with your original ball, if you can keep them going!

Breakout-style games were always fun and particularly good on any videogame format with a mouse as it gave you excellent control over the bat. Obviously the Game Boy Color doesn't have a mouse, but the bat speed can be changed by holding down the A button to make it go faster if you suddenly need your bat to be on the other side of the screen.

Like *Centipede*, also by Take 2, *Super Breakout* is a joy to play although it may not delight those who like their gaming to have a bit of depth. If you're after an arcade experience from 'the old days' though, then look no further.



▲ This is how it all began. A ball, a wall, and the rest – as they say – is history.



▲ Break free one of the extra balls and everything gets much more complicated.





HOP INTO THE HISTORY OF GAMING WITH FROGGER!

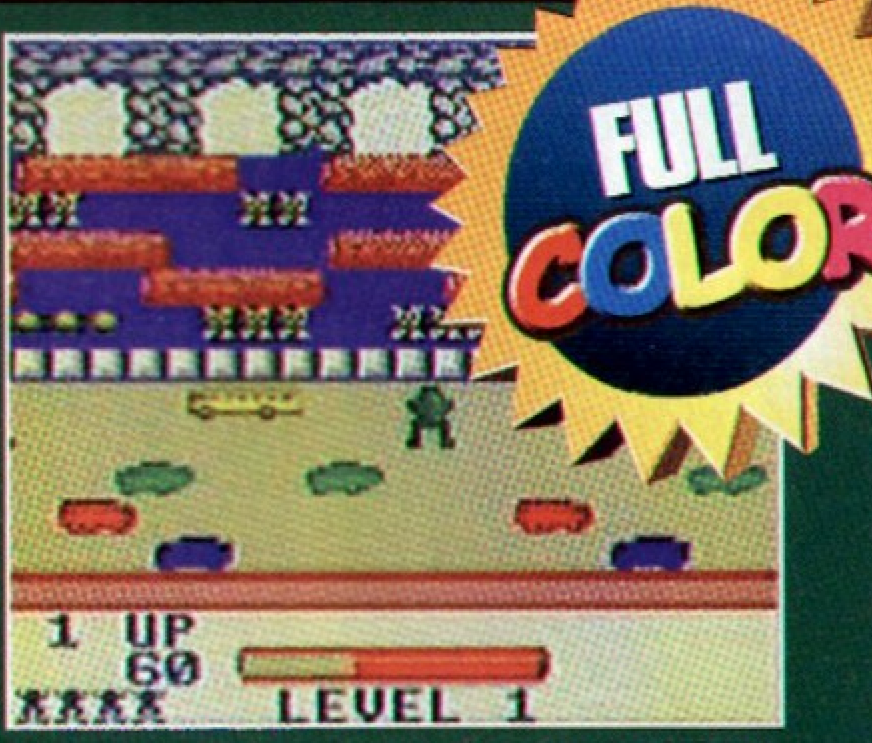
FULL COLOR



▲ Doesn't look very far to your little frog's home, does it? But then size – or in this case distance – isn't everything!



▲ It's the halfway mark and already lives have been lost. Careful timing will be required to put the little frog in his hole.



▲ There are five lanes of traffic. Initially four of them are slow with one fast one, although they all get faster as you move through the levels.

FROGGER

BLACK & WHITE COMPATIBLE

THIS GAME is one which dates back many, many years to the advent of arcade games. This is the original classic version of *Frogger* – as opposed to the recent modern update – and is a perfect recreation of what must be one of the greatest arcade games of all time.

In 'the old days' (before the Spice Girls) game concepts were very simple. Aliens invading? No problem, erect four small forts, take a tank and blow hell out of them. The story behind *Frogger* is also a simple one. Five little frogs are a long way from home (a whole screen away to be exact) and they want to get home in time for tea. Or *The Simpsons*. Or whatever it is that frogs get up to these days.

To deliver the frogs home you need to hop them across a motorway on which it's perpetually rush hour and then across a wide raging river. Oh sorry, were you labouring under the misapprehension that frogs can swim? Not these frogs. Oh no.

Hop It

Control of the frog is achieved via the D-pad, and it's remarkably responsive. This is essential because the traffic is heavy from the off and you need to be able to manoeuvre in and out of it quickly. As far as the graphics go, everything in the game is clearly defined, so it's easy to see what's happening, right down to the point where the turtles dive under the water.

Due to the small screen size everything looks much more cramped than in the arcade version. Combined with the size of your frog, this means that the lanes on the road look too narrow and as a result the game is even more hairy to play than the original – which actually isn't a bad thing.

Motion blur is non-existent, and for a game which has been around as long as this, *Frogger* has certainly weathered well.

It's basic, it's fun and it can become incredibly engrossing. This is the kind of game that the Game Boy was made for and like RC Pro-Am, is it perfect for getting your daily fix of GB action.

Get Ready!
WATCH OUT FOR SNEAKY GATORS IN LEVEL TWO

▲ This cute-looking frog appears on the ready screen between levels.

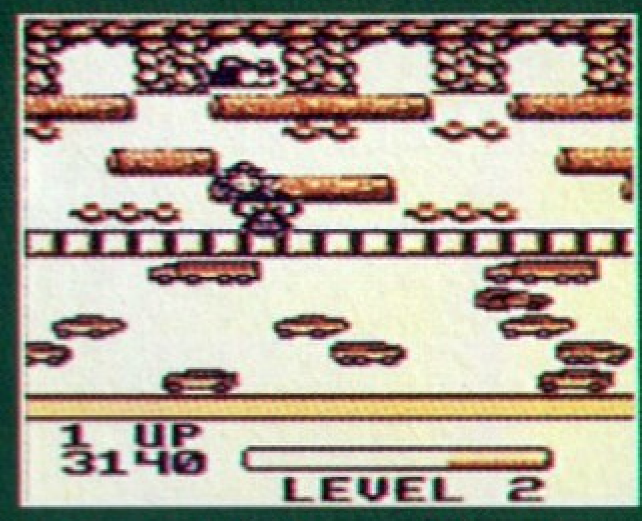
GAME BOY COLOR NINFO

FROGGER

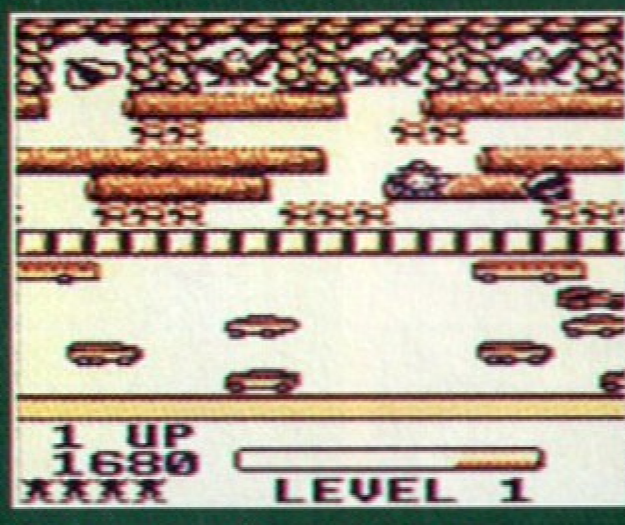
PRICE	£19.99
PUBLISHER	Take 2
RELEASE DATE	Out Now
GENRE	Arcade

TOTAL GAMES GUIDE TO GAME BOY COLOR SCORE

80%



▲ To make things a little more tricky on later levels alligators pop up in the frog holes. Land on one and you're lizard food!

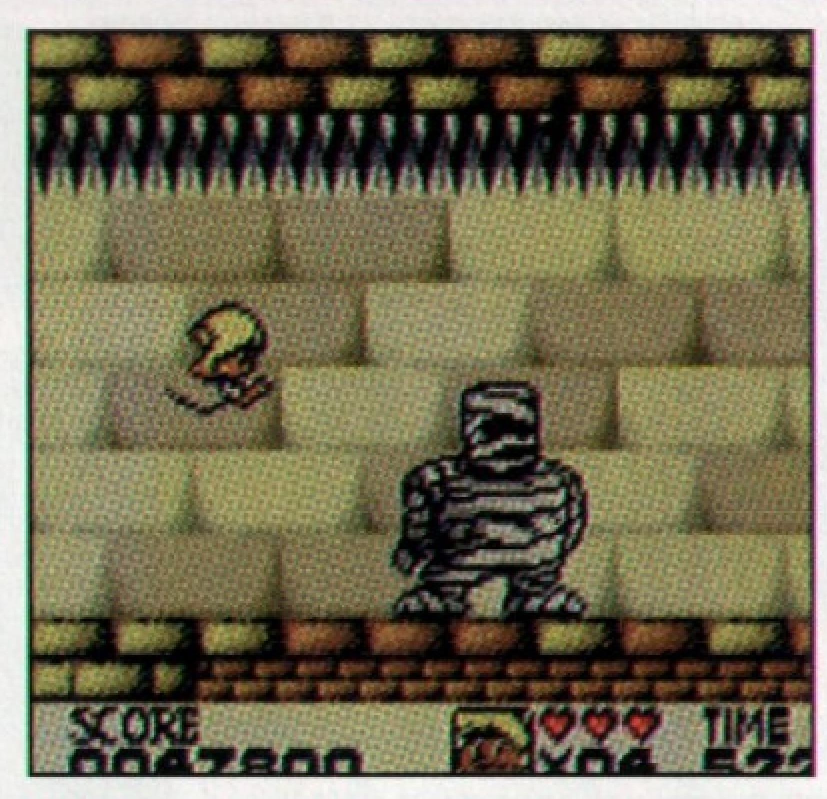


▲ Occasionally you'll come across another frog waiting on the logs. Pick him up and get him home safely to receive a bonus.



▲ A frogger that's been squished by a speeding car turns into a frowning skull. You can't afford for this to happen too often.







LOONY TUNES



LOONEY TUNES is a game which is difficult to pigeonhole. Each successive level has a different gameplay format which is only related to the previous one in that it comprises 2-D sideways scrolling action. The first level is a platformer for instance, the second an original chase-style affair, the third a shoot-'em-up and so on.

Over each of the seven levels in the game you play the part of a different Looney Tunes character. Initially you take control of Daffy Duck and then move on through Tweety, Porky Pig, Taz, Speedy Gonzales, Road Runner and Bugs Bunny, with other well known characters popping up to hinder your progress – the final boss being that phonetically-challenged wascally wabbit hunter Elmer Fudd.

Sunsoft's decision to make each level a different game in itself, rather than go with one standard format for all of them is very refreshing. Instead of wading through multiple stages of the same thing it's much more fun to finish one gaming style only to move onto something else entirely and each style of play requires you to adapt to the new gameplay. Although there are only seven levels in all, three of them are quite a bit larger than the others – so big in fact, that they are divided into multiple sections – and they are far from easy.

Whilst you're not necessarily going to find yourself taking as long to finish this game as you might say, *Legend Of Zelda*, the variety of the levels lends it great replay value.

As far as responsiveness is concerned, the controls handle very well which is important because some levels require repeated button tapping which just wouldn't be workable if the response time was slow.

All the characters in the game are graphically very impressive and have been drawn to scale, meaning that Tweety is a tiny but nevertheless very detailed character, whilst Elmer Fudd is... to put it bluntly, huge.

All the different levels in this game are great fun – the chase sections being particularly imaginative and really bringing forth the madcap lunacy of the original Warner Brothers cartoons. Despite their differences they complement each other well to produce a title which is perfectly suited to the Game Boy Color. It's fast, it's fun, it's Looney Tunes!

▲ The Road Runner level stays true to the cartoon in that it's a manic pursuit across open desert.



▲ Daffy Duck's level begins on land but soon enters underwater areas where you often need to swim.



▲ You control Tweety on the second level. Every so often Sylvester the cat appears and tries to grab him.

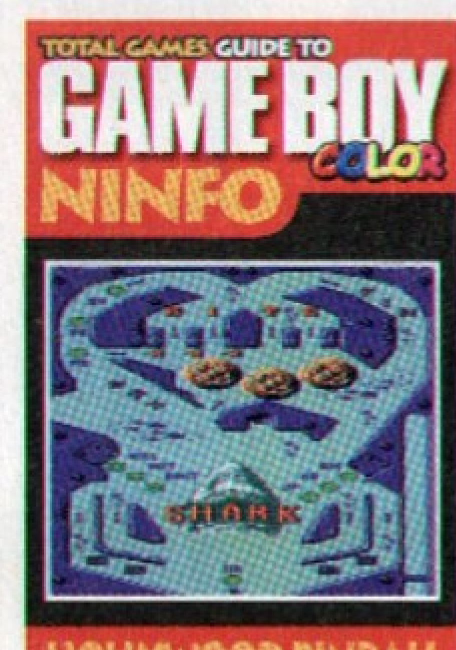


TOTAL GAMES GUIDE TO GAME BOY COLOR SCORE
88%

CAN THE GAME BOY PLAY A MEAN PINBALL?

HOLLYWOOD PINBALL





THIS GAME now gives you the opportunity to play this classic game in the comfort of your own home – or wherever you like in fact!

Choose from one of seven different pinball tables: Shark, Terror Dactyl, Double Agent, The Legend Of Robin Hood, Galaxy Wars, Ancient Temple Of The Aztecs and Motel Hell. Each table is based loosely around a popular film or film genre and has music which you'll almost recognise as a well known theme tune – but not quite, as presumably the real song would have cost too much in royalties.

Using the D-pad and the A button to move the flippers, the idea is to keep the ball in play and knock it against the various devices on the table to score as many points as possible. And that's it.

A Load Of Balls!

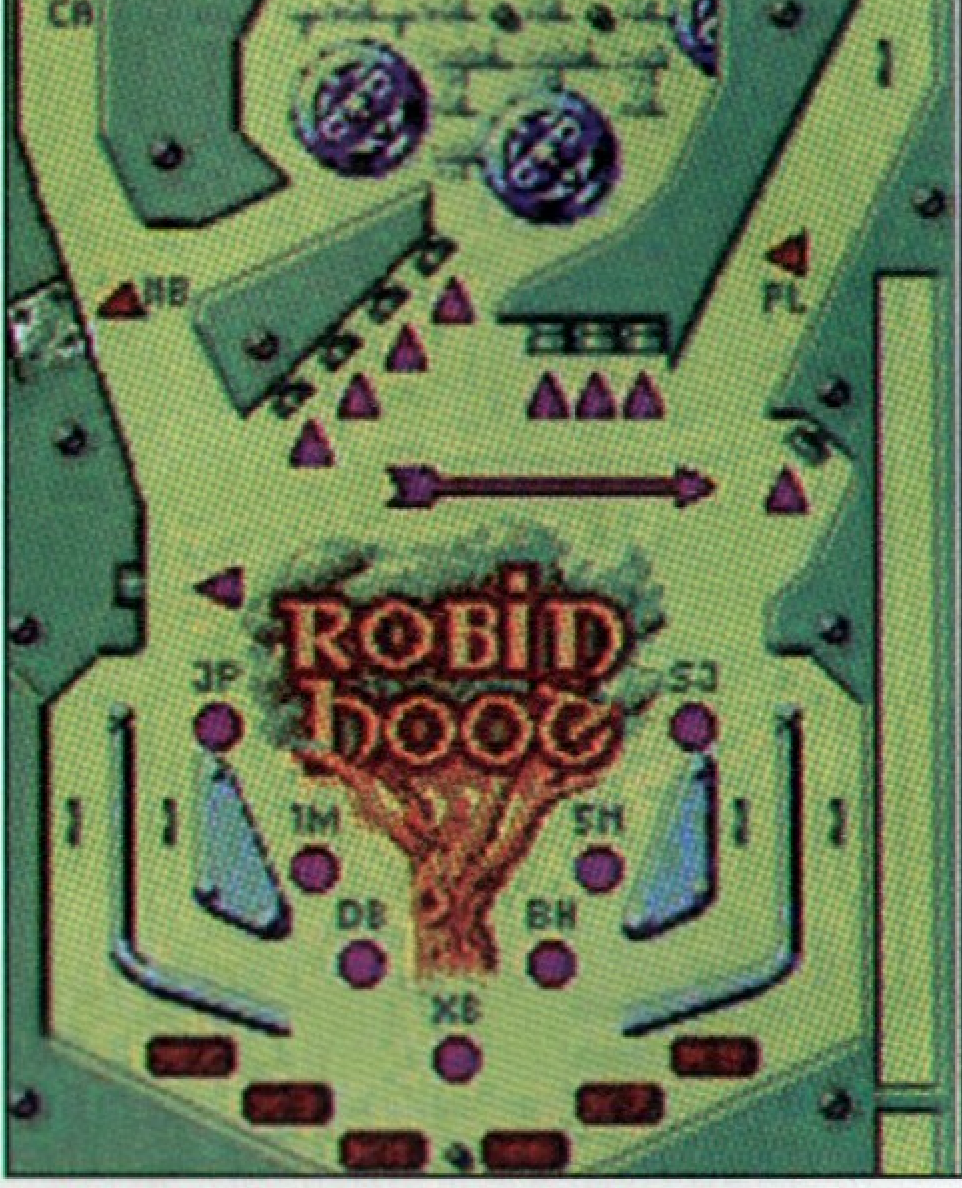
Although that's the problem with this game. There is so little to it. Whilst this is the case of some classic videogames which have been brought onto the Game Boy Color, they at least don't lose anything in the translation. The game of pinball however, does.

Surely the whole point of pinball is that you have the table between your legs (so to speak) and the speed of the ball around the table tests your hand-eye co-ordination to the limit. Part of the whole concept is 'feeling' the game, as the silver ball rattles around.

Although the tables in *Hollywood Pinball* are sufficient, it's not the same as having the real thing in front of you, obviously. On top of that, whereas on a real table it's obvious where all the bumpers, holes, etc are, it's not so clear in the videogame version which areas of the table are obstructions for the ball and which just part of the pattern on the surface.

Finally, one of the most important things about real pinball is that you can affect the power of the flippers by adjusting the pressure you apply to the buttons. In *Hollywood Pinball* however, because the Game Boy Color buttons obviously aren't analogue, you don't have this control.

Overall, *Hollywood Pinball* just doesn't make the grade and the cluttered screens mean early frustration as you lose track of the ill-defined ball. Give it a miss.



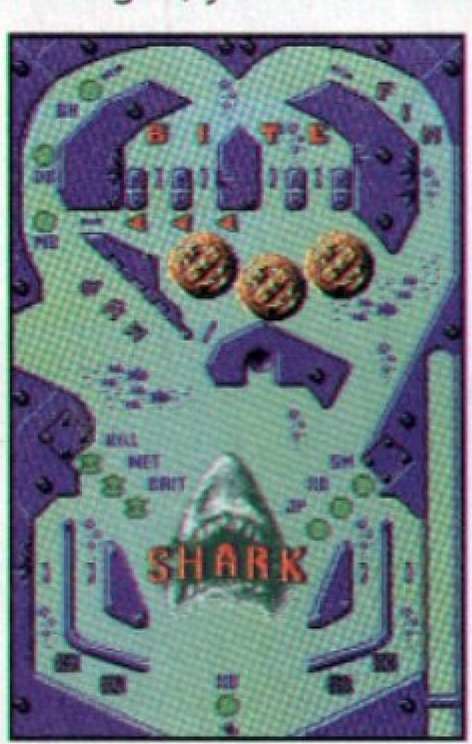
▲ **Robin Hood, Robin Hood, riding through the Glenn... the only table with a totally recognisable tune, probably because it's so old the copyright has expired on it.**



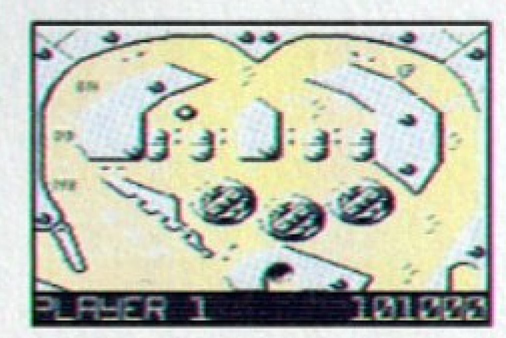
▲ **The Double Agent table has a spy theme running through it so expect guns, fast cars and an almost-familiar theme tune...**



▲ **It's prehistoric horror on the Terror Dactyl table! Well... it's prehistoric at least. It's not really what you'd call very horrific, is it?**



▲ **Terror from the deep! If you're one of those people who feels that sharks have got a bad press then you won't like this table!**



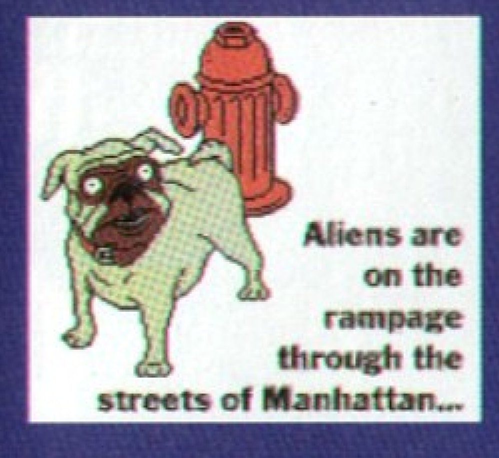
▲ **The tables are obviously longer than the screen so as the ball rolls around, the picture scrolls up and down in order to keep it in view.**

GAME BOY COLOR NINFO

HOLLYWOOD PINBALL

PRICE	£19.99
PUBLISHER	Take 2
RELEASE DATE	Out Now
GENRE	Pinball




Aliens are on the rampage through the streets of Manhattan...


MIB HQ has been over-run by Loophole's alien cohorts...







MEN IN BLACK THE SERIES

FULL COLOR

BLACK & WHITE COMPATIBLE

MEN IN BLACK was an excellent film. The PlayStation game which followed was... frankly, appalling. Fortunately this version is a distinct improvement.

Starting off at the MIB headquarters you take on the role of a black-clad agent who's out to clean the streets of some rather nasty alien scum that are messing up the neighbourhood.

This means you've got to make your way through level after level of horizontally scrolling landscape and shoot or avoid pretty-much anything that moves.

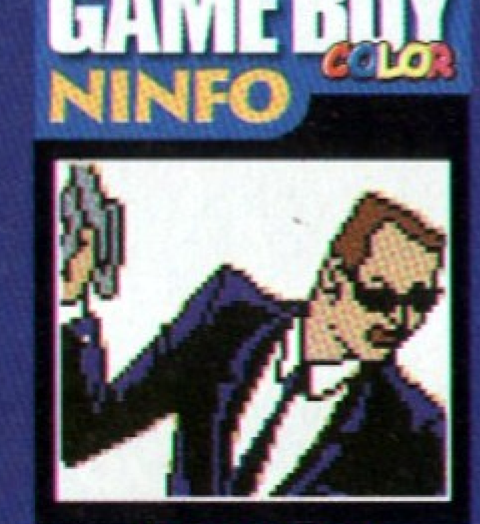
MIB opens with the closest to what the Game Boy Color has ever come to FMV cut sequences and in fact the graphics are impressive throughout. The central character is particularly well-animated and you'll recognise many of the outlandish aliens from the film amongst the rampaging hordes of hostile extraterrestrials.

Game controls are very responsive and they need to be because angry ETs pop up from all directions and you have to be able to jump or fire at a split-second's notice. The only criticism of the control system is that due to the excellent animation of the main character it takes a relatively long time for him to turn around and this – albeit short – delay can result in a grisly death from time to time if you're unlucky. The gameplay in *MIB* is simple but fun and the in-game cut sequences are impressive, helping to set just the right atmosphere. Reminiscent of the *Robocop* arcade machine with its horizontally-scrolling gameplay, *MIB* isn't exactly intellectually taxing but it suits the Game Boy format. While it's not necessarily an essential purchase you could do a lot worse than to grab a copy today.


▲ You'd think that aliens would be better camouflaged, wouldn't you? This guy would stand out in a crowd don't you think?



TOTAL GAMES GUIDE TO GAME BOY COLOR NINFO



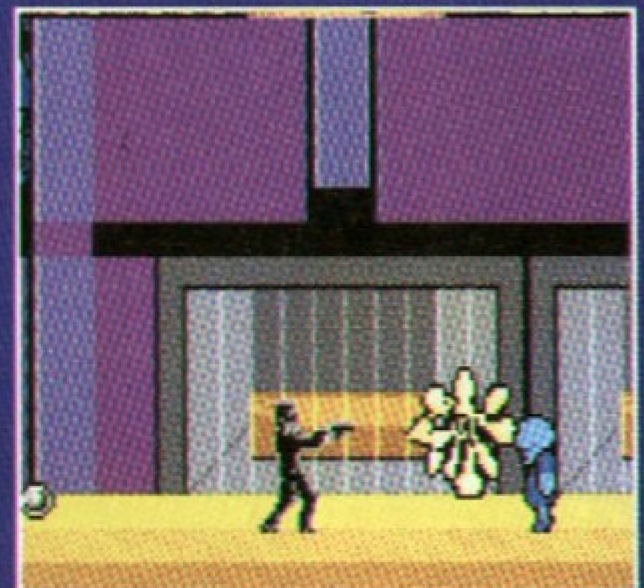
MEN IN BLACK

PRICE	£24.99
PUBLISHER	Interplay
RELEASE DATE	Out Now
GENRE	Shoot-'em-up

TOTAL GAMES GUIDE TO GAME BOY COLOR SCORE

80%


▲ Remember the silver ball that Will Smith released into MIB headquarters in the film? Touch it and you die.


▲ When you blast an alien he/she/it will explode in a satisfying splash of goo and body parts.

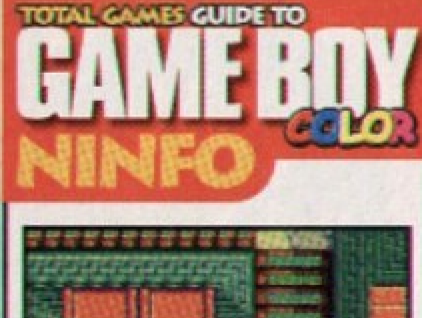

▲ "I've fallen and I can't get up!" Another MIB agent falls prey to illegal aliens and bites the dust.

IN DAYS OF OLD, WHEN KNIGHTS WERE BOLD, IT MAY BE TOLD, ON THIS WE'RE SOLD!

FULL COLOR

BLACK & WHITE COMPATIBLE

QUEST FOR CAMELOT





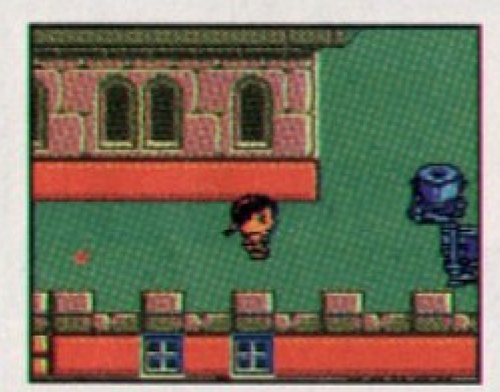
QUEST

PRICE	£24.99
PUBLISHER	Titus
RELEASE DATE	Out now
GENRE	Action RPG



84%









▲ **Juliana (left), Kayley (right) and the evil Sir Ruber (below). A few of the game's main characters.**

CHIVALRY, HONOUR

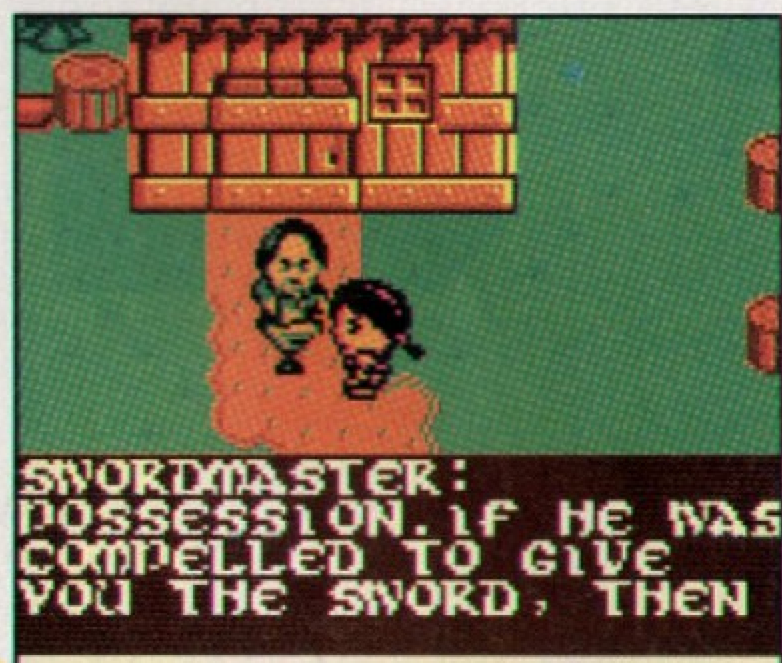
and courage! There may not be anybody working on the Game Boy Colour team with any of those virtues, but one plucky young heroine by the name of Kayley has them in spades, as she battles evil Sir Ruber in a brand new adventure role-playing game (RPG) from Titus.

Quest For Camelot, based on the 1998 Warner Bros animated film, chronicles the aspirations of a young girl who aims to follow in her father's armoured boots and become one of King Arthur's Knights. Those of you who own a copy of *Zelda: Link's Awakening* will recognise the overhead perspective and cutesy anime characters who inhabit the worlds of Camelot. In your quest you've got to help Merlin recover eight missing pieces of parchment, which together can put-paid to the dastardly Sir Ruber, who plans to kick Arthur in the crown jewels and rule Camelot... the swine!

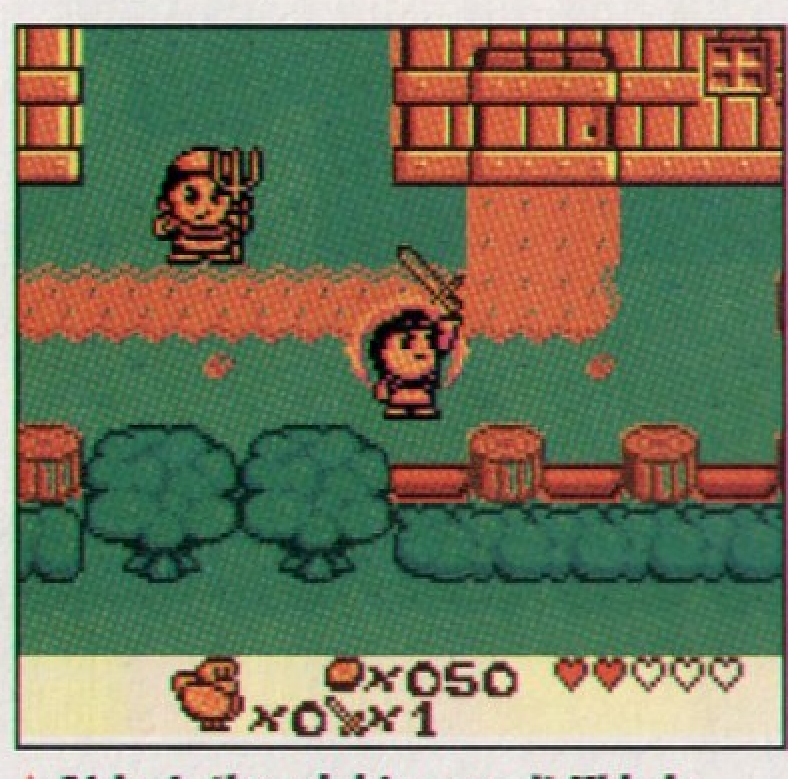
Fright Knight

Quest For Camelot is involving, colourful and extremely detailed, and it may not have the strong heritage afforded by Zelda, but the as the story unfolds with the charming sub-quests and boss encounters, you'll be hooked. The balance of swordplay versus exploration is spot on, as is the difficulty setting. Just when you think your completely stuck, the solution, more often than not, is staring you in the face. As you dispense with enemies such as knights, bats, ghouls and spiders, the strength of your sword increases and if surrounded, she can hold the attack button down for a super-spin manoeuvre. It's not all swordplay however, all kinds of useful objects maintain player interest.

At one stage you need to use a grappling hook to reach a special key which grants you access to Ruber in a big dungeon. In order to progress, you generally have to complete a task for one person, who gives you a special item that's crucial to open up the next area. *Quest For Camelot* is a fun, uncomplicated medieval role-playing romp, which easily justifies the asking price and provides hours of carefree dungeon-bashing. Recommended.



▲ **The Swordmaster is the Blacksmith's brother and he teaches you how to do the spinning sword technique. Go get 'em gal!**



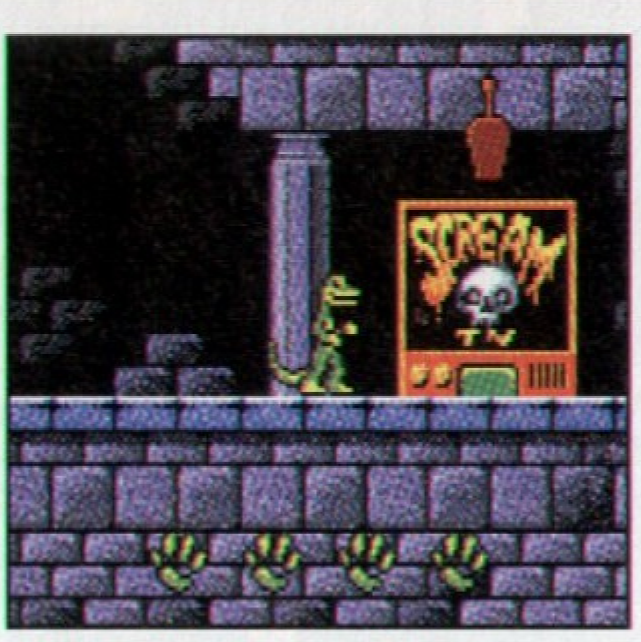
▲ **At last, the mighty sword! This is your reward for finding the Blacksmith's chickens. Sounds a bit dodgy to us!**



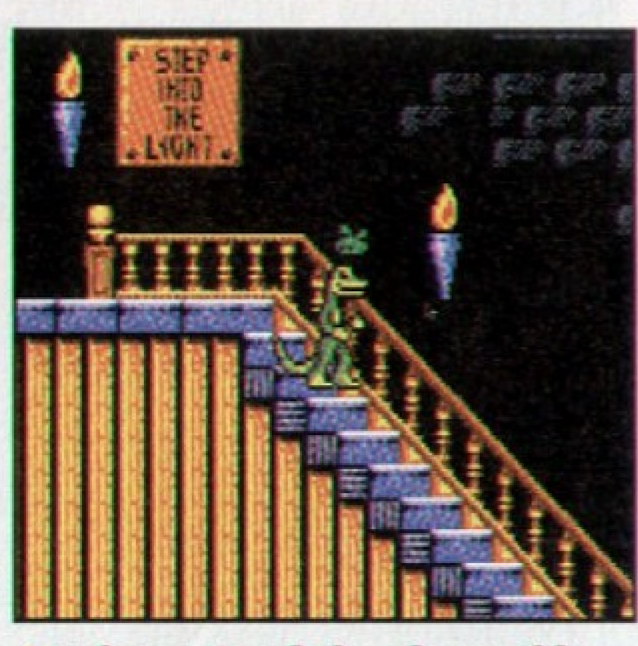
▲ **Kayley's sword carves up yet another hapless monk, and look there's the Grappling Hook that you've been searching for!**

LEAPING LIZARDS... GEX IS BACK!


▲Gex can walk, run jump and climb. Not too bad for a creature with a brain the size of a pea!



▲Like the PSX and N64 versions progression of levels is achieved via TV screens and collectable remotes.



▲Take note of the signs, this one is a huge clue telling you how to get past a ghost later on in the level.



BLACK & WHITE COMPATIBLE

GEX: ENTER THE GECKO

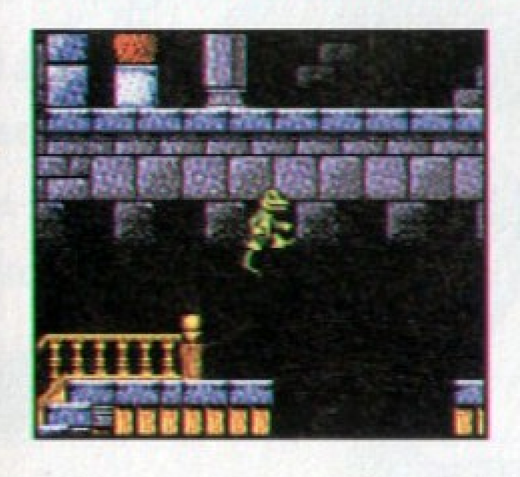
REPTILES HAVE had a bit of a raw deal throughout history. One millennium they're ruling the earth at the top of the food chain, the next they've been all-but wiped out and are subject to the whims of a bunch of hairless apes.

Even those who managed to survive the change and adapted to their habitat don't have it too good. Take Gex for example.

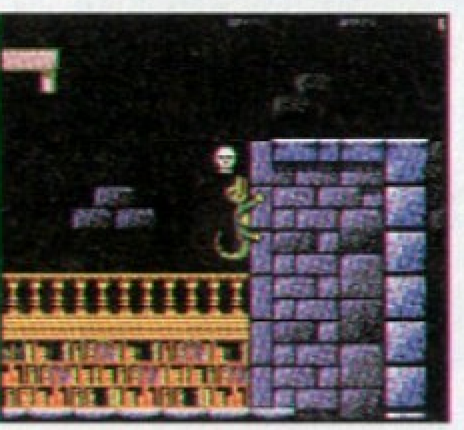
Through a bit of hasty evolution he lands himself a happy life which consists mainly of watching TV, then along comes an evil media baron named Rez who corrupts all the cable channels. Cue an all-action platform adventure over 26 levels as Gex sets out to put things right.

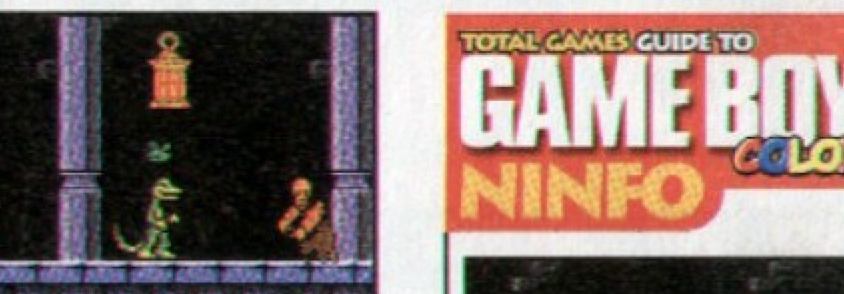
Gex originally appeared on the ill-fated 3D0 console in a 2-D platformer which was great fun. His subsequent transformation into 3-D for the N64 and PlayStation was met with mixed reactions – many feeling that with the additional dimension Gex had somehow lost something in the gameplay stakes. Fortunately he's back in 2-D for the Game Boy Color and it suits him perfectly!

With the problem of dodgy camera angles (which were a major gripe with the N64 and PSX incarnations) out of the way, there is little to detract from this enjoyable platform adventure with its unusual enemies. All the elements that made the original 3D0 title such a hit are there and Gex's unique wall-climbing ability adds something to the gameplay that other platformers with their more run-of-the-mill characters don't have.








▲Climbing is an essential skill that you have to master if you want to help Gex successfully revamp the TV schedules!

The control system in the game has been nicely thought-out and responds well. A brief push on the control pad will make Gex walk and if you hold down the button for more than a second he runs, thus giving you precision movement for edging up to gaps and also fast movement for crossing long distances in a hurry.

Gex: Enter The Gecko has the storyline, the quirky characters and the crazy TV and film-themed worlds of the 32-bit versions but the 2-D viewpoint makes it vastly more fun to play. Another game that seems perfectly suited to the Game Boy Color and an essential purchase.

TOTAL GAMES GUIDE TO GAME BOY COLOR NINFO



GEX

PRICE	£24.99
PUBLISHER	Interplay
RELEASE DATE	Out Now
GENRE	Platformer



THIS IS ONE MOVIE LICENSED GAME WHICH IS MEANT TO BE FULL OF BUGS!

A BUG'S LIFE



HAVING WELL and truly conquered the big screen already this year, *A Bug's Life* is about to launch an assault on the smallest screen there is – the Game Boy Color! There won't be any breathtaking Silicon Graphics technology to render Flik and his friends this time though, so the gameplay had better be something special.

Controlling Flik, the starring ant of the film, you travel each platform filled level from left-to-right, leaf hopping and pit jumping your way to the end. There are always items to be picked up that tie in the level to a memorable part of the movie, such as locating the parts for Flik's improvised harvesting machine. At first the lavender hued hero seems well featured, as he can walk, run, jump, bounce, crouch, crawl and lob full stops (sorry, berries) at those filthy grass hoppers. Then you discover that the poor fellow can't chuck his fruit whilst in mid-air, at many points where it would be handy to do so. Next, it turns out that the button for throwing berries also happens to be the button for running so you end up hurling scarce, precious ammo away by mistake or worse, bolting off a ledge into an ant-drowning puddle quite unintentionally.

A Bug's Life is not all bad though. Flik is large on screen, nicely animated through his many actions and he likes to chip in with endearing waiting animations when you leave him idle for a few seconds. The circus insects all come into play in interesting ways too, like when the big purple rhino beetle helps propel you across an expanse of water. Forget the craze-of-the-moment film title however, and you are left with a rather hollow platform experience, especially when compared to the unbeaten quality of the Game Boy Marioland games.

▲ **Small but exceptionally irritating, the best way to avoid mosquitoes is to crouch and crawl to where you're going.**

▲ **Versatile though Flik is, he has no way of getting past stubborn tree trunks without his powerful rhino beetle friend.**

▲ **The grasshoppers stick predictably to their routes – now lob a berry at him and he'll get out of your way for good!**

TOTAL GAMES GUIDE TO GAME BOY COLOR NINFO

A BUG'S LIFE

PUBLISHER	THQ
RELEASE DATE	Out Now
GENRE	Platform

TOTAL GAMES GUIDE TO GAME BOY COLOR SCORE

58%

NEW!

NINTENDO 64 GOLD

secrets · strategies · solutions



SOLUTIONS

OVER 480 PAGES OF COMPLETE SOLUTIONS TO THE NINTENDO 64'S GREATEST GAMES!

COMPREHENSIVE

SOLUTIONS INCLUDE DIDDY KONG RACING, GOLDENEYE, MISSION IMPOSSIBLE, BANJO-KAZOOIE, MK4, FORSAKEN AND QUAKE!

A-Z OF CHEATS

ALSO INCLUDED IS THE COMPLETE A-Z OF N64 CHEATS AND CODES FOR ALL THE LATEST GAMES!

OUT NOW! £14.95

ORDER NOW!

Please rush me Nintendo 64 SSS GOLD priced at £14.95! ☐

I would like to pay by:

☐ Cheque/Postal Order

(Please make payable to Paragon Publishing Ltd)

☐ Credit Card ☐ Switch/Delta

Card type: ....

Card number: ....

Expiry date: ....

Switch/Delta number: ....

Name: ....

Address: ....

....

....

....

....

Postcode: ....

Phone number: ....

Signature: ....

Date: ....

Please return this coupon or a photocopy of it (together with your cheque/PO made payable to Paragon Publishing Ltd) in an envelope and post it to us free (within the UK) to the following address:

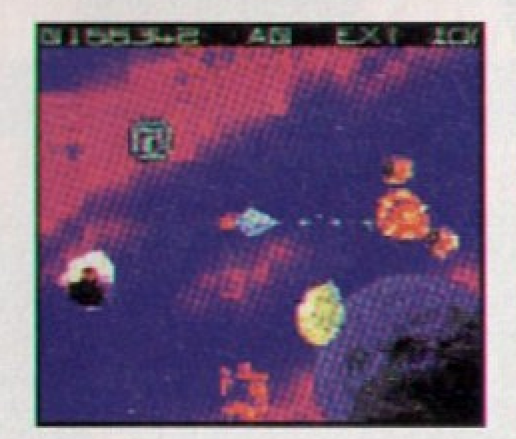
Nintendo 64 SSS GOLD Orders, Mail Order Department, Paragon Publishing Ltd, FREEPOST (BH 1255), Bournemouth BH1 2TA.

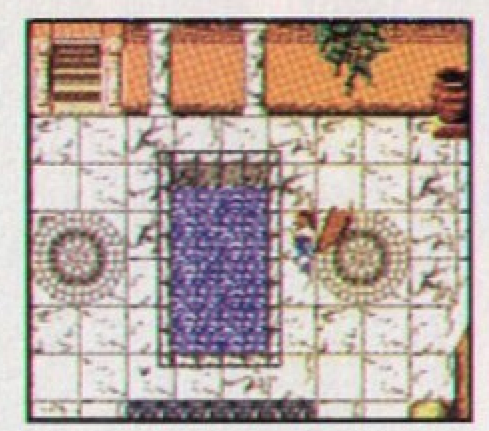
Alternatively fax your coupon to (01202) 299955 or ring the 24 hour order hotline on

(01202) 200200

All prices include postage and packing

For all the latest N64 news, reviews and tips, contact the web site! http://totalgames.net







GAME BOY COLOR PREVIEWS

WHAT A SUCCESS STORY! THE GAME BOY HAS BEEN WITH US SINCE 1989 AND IT'S STILL GOING STRONG A DECADE LATER WITH NEW GAMES BEING ANNOUNCED EVERY DAY FOR THE GAME BOY COLOR. WE SENT OUR INTREPID REPORTERS OUT AROUND THE WORLD TO UNCOVER SECRET INFORMATION ON ALL THE UP-COMING GAME BOY COLOR GAMES...

A BIG star from the PC world is about to break through into the Game Boy market! Duke Nukem was born out of the Doom clone wars on the PC where the game was a first-person perspective shoot-'em-up with adult overtones like dancing girls and toilet humour. The Game Boy Color version obviously does away with the 3-D style, instead plumping for more of a platform adventure but there are plenty of original ideas tucked away to make this one stand out from the crowd. Duke's one-liners are famous in videogame land, as is his thirst for carnage so you can bet the handheld Duke adventure will be a mega blast! Watch out this summer.

There's some exciting news coming from the boys at Rare – they are nearing completion on *Conker's Pocket Tales*, the game that stars their new console star Conker, who first made an appearance in *Diddy Kong Racing* on the Nintendo 64. Conker's Pocket Tales was originally planned as a normal Game Boy game, but when Nintendo announced their new colour handheld, Rare decided to extend the production time of this title. The new full colour game is scheduled to be released very soon and sees the little squirrel on an adventure to rescue his birthday presents and girlfriend Berri! Apparently there are over twenty hours of gameplay in the adventure and there are three battery back-up slots soo that the Game Boy can cope so expect to be playing this one for some time!

If there's one thing you can say for Nintendo it's that they believe in getting the most out of their videogame stars. If Mario was a real guy he would be screaming for early retirement by now! But instead he's coming back in yet another game for Game Boy Color.

This time it's the original *Super Mario Bros* title that launched his platform game career in the arcades and on the NES 14 years ago. The new version is exactly the same as the original, only in colour! All the levels have been crammed into the small cartridge and all the secrets are intact so the classic *Super Mario Bros* cheats should still work too! The reason for all this? So a new generation of players can enjoy Mario's classic adventure.

Another blast from the past – this time it's a game from the days of 8-bit home computers, *Spy Vs Spy*. The black and white spies originally come from the long running *Mad* magazine and in their new Game Boy Color only adventure boasts 32 stages in total, packed with spying pranks and booby traps. The great thing about the *Spy Vs Spy* game is that it lends itself perfectly to two-player gaming. Using a Game Link cable you and a friend can battle against each other while always retaining the element of surprise. *Spy Vs Spy* has been set for a Spring release.

If it's something sporty you're after then look no further than the new Konami offering. *NBA In the Zone '99* takes a realistic look at the sport of basketball. You won't find any flaming hoops or special moves here, it's pure, undiluted basketball in a handheld form! All the 29 NBA squads have been squeezed into the 8-Meg cartridge and there are four ways to play the game: Playoffs, Versus, Season and Exhibition. Add to this a bunch of special animation sequences for dunks and you've got what could be the greatest basketball sim to ever grace the Game Boy – but then the competition isn't exactly stiff!








GAME BOY COLOR RELEASE SCHEDULE

GAME	PUBLISHER	GENRE	RELEASE DATE
NBA Jam '99	Acclaim	Sports	March
Quest for Camelot	Nintendo	RPG	March 5th
Bugs Bunny Crazy Castle 3	THE Games	Platform/Puzzle	March 19th
V-Rally Colour	Infogrames	Racing	March 26th
Monopoly	Take 2 Interactive	Puzzle/Strategy	March
Shanghai Pocket	Infogrames	Puzzle	March
Power Quest	Infogrames	Fighting RPG	March
Missile Command	Take 2 Interactive	Shoot-'em-up	March
Tom & Jerry	Take 2 Interactive	Platform	March
Battleships	Take 2 Interactive	Puzzle/Strategy	March
Millipede	Take 2 Interactive	Puzzle	March
Conker's Pocket Tales	THE Games	Platform/Adventure	March
Three Lions	Take 2 Interactive	Football	March
Rugrats	T•HQ	Platform	March
Holy Magic Century	Ubi Soft	RPG	March
Looney Tunes	Infogrames	Platform	March
Shadow Gate	Kemco/THE Games	RPG	April 16th
Kluster	Infogrames	Puzzle	April 23rd
Jet Pack Jack	Infogrames	Shoot-'em-up	April
Dungeon Warrior	Infogrames	RPG	April
Drop Zone	Acclaim	Arcade	April
Caesars World of Gambling	Interplay	Strategy	April
Wicked Surfing	Interplay	X-treme Sports	April
Maya the Bee and her Friends	Acclaim	Platform	May
WWF Attitude	Acclaim	Sports	May
Lucky Luke	Infogrames	Platform	May 14th
Bust a Move 4	Acclaim	Arcade	May
All Star Baseball 2000	Acclaim	Sports	May
Obelix	Infogrames	Platform	May 28th
Spy Vs Spy	Kemco/THE Games	Arcade	Spring
Carmageddon	SCI	Squash-'em-up	Spring
Top Gear Pocket	Kemco/THE Games	Racing	Spring
Tazmania 2	Sunsoft	Platform	Spring
A Bug's Life	Disney Interactive	Platform	Spring
Yoda Stories	T•HQ	RPG	Summer
Beavis & Butthead	GT Interactive	RPG/Platform	Summer
Duke Nukem	GT Interactive	Shoot-'em-up	Summer
Rogue Trip	GT Interactive	Racing/Combat	Summer
Moomins	SunSoft	Platform	Autumn
720°	Midway	Arcade	TBA
Arcade Hits: Joust/Defender	Midway	Arcade	TBA
Asterix	Infogrames	Platform	TBA
Battleship	Majesco	Board game	TBA
Elmo's ABCs	NewKidCo	Educational	TBA
Klax	Midway	Arcade	TBA
Logical	Sunsoft	Puzzle	TBA
NBA In the Zone	Konami	Sports	TBA
NHL Blades of Steel	Konami	Sports	TBA
Quest Fantasy Challenge	Sunsoft	RPG	TBA
Arcade Hits: Moon Patrol/Spy Hunter	Midway	Arcade	TBA
The Chessmaster	Mindscape	Board game	TBA
Dark Beast	Konami	Platform	TBA
Prince of Persia	Mindscape	Platform	TBA
Super Mario Bros.	Nintendo	Platform	TBA
Ken Griffey Jr.'s Slugfest	Nintendo	Sports	TBA
All Star Baseball 2000	Acclaim	Sports	TBA
Asteroids	Activision	Arcade	TBA
Barbie: Ocean Discovery	Mattel	Platform	TBA
Legend of the Sea King	Natsume	Sports	TBA
Mr. Domino	Acclaim	Platform	TBA
Pac Man/Pac Attack	Namco	Arcade	TBA
Paperboy	Midway	Arcade	TBA
Rush 2: Extreme Racing USA	Midway	Racing	TBA
Spawn	Konami	Platform	TBA
Pokémon Pinball	Nintendo	Arcade	TBA
Bass Fishing	Nintendo	Sports	TBA
R-Type DX	Nintendo	Shoot-'em-up	TBA
Penny Racers	T•HQ	Racing	TBA
Silicon Valley	Take 2 Interactive	Platform	TBA

Mario Bros is one of the NES titles for GBC.

LATEST GB CHEATS!

A hearty welcome to all readers to the most definitive and recent hints, tips and cheats listing anywhere! Send your own offerings to the following address and get a mention: GAME BOY COLOR Magazine, Paragon House, Paragon Publishing Ltd, St Peter's Road, Bournemouth, Dorset BH1 2JS

Oddworld Adventures

Password screen chanting

Press Left at the Gamespeak screen to chant. Then, enter the password screen and rapidly tap Up, Down, Left, or Right.

Level	Password
2-0	JCBCM
2-1	JMBCC
2-2	JMCCB
2-3	JPCCD
2-4	JTCCJ
2-5	STCCS
2-6	SBCCT
2-7	TBFCQ
3-1	TBKCL
3-2	TBTCB
3-3	TBTDC
3-4	TBTGF

Looney Tunes

Frisbee power-up

Find the first water location in Level 1 and jump in. Jump out to the right to reach land, then move through the wall to enter a room with a Frisbee power-up.

Frogger

Cheat mode

Intentionally run out of lives during game play. Then, press A, B, A, B, Select, Start at the high score screen. A cheat option will now appear at the main menu.

A Bug's Life

Bonus level

Enter BL26 as a password.

Level	Password
1	9LKK
2	BL26
3	5P9K
4	6652
5	BKK2
6	2PLB
7	6562
8	L58B

Centipede

Simultaneous game

Use a gamelink cable to connect two Game Boys to play a simultaneous versions.

Gex: Enter The Gecko

All remotes

Create the following on the Password screen by holding the first button, then pressing the second one that's indicated. [B + Down] x20, A + Right, [A + Left] x2, [B + Down] x2, B + Right, A + Right.

Harvest Moon

Extra crops

Capitalise the first letter of your name for eggplant and carrots. Leave the first letter of your name in lower case for broccoli and peanuts. Replace the first letter of your name with a symbol for all four crops.

The Legend of Zelda: Link's Awakening

Free bow

Purchase the bow and press A + B + Start + Select and save the game as the rupees appear from your hand. Continue the game with the bow and your rupees.

Bomb-arrow

Configure the bombs and arrows as the two button items, then press A + B to shoot.

Bonus music

Enter ZELDA as a case-sensitive name.

Easy money

In level three, the Boss will taunt you and say that you will never find him. To get unlimited rupies, get to the Boss, but do not ram the wall with the Pegasus Boots. Kill the blobs that fall on the screen for easy money.

Cheaper purchases

Select an expensive item from the counter, and begin payment. As your character's money is being deducted, quickly press Start + Select + A + B, then save and quit the game. Reload the saved game to keep the item and most of the money used to purchase it.

Always have Marin

Complete the first three levels and get Marin as a follower. Use the teleport hole to travel to the animal village. Move to the left, then press Select just when you are about to enter the next screen. Your character should move across the screen. Marin will now remain in your party for the duration of the game.

Mortal Kombat 4

Bonus credits

Press Up at the difficulty selection screen to get up to five credits.

Kombat Kodes

Enter one of the following codes before a match begins.

Character	Number
Dragon	0
MK Logo	1
Ying-Yang	2
Four	3
Question Mark	4
Lightning Bolt	5
Goro	6
Raiden	7
Shao Kahn	8
Skull	9

Effect	
Fight as Reptile	192-234
Fight against Reptile	205-205
Disable throws	100-100
Swicharoo	460-460
Dark Kombat	688-422
Psycho Kombat	985-125
No blocking	020-020
Programmer's message	987-666
Programmer's message	123-926
CPU 25% life	000-707
CPU 50% life	000-033
Player 1 25% life	707-000
Player 1 50% life	033-000

Men In Black

Cheat mode

Enter 0601 and ignore the invalid password message. Press Start to return to the Command Centre. Begin play and hold Select + Up to move up vertically. Press Left or Right to move in that direction, or Select + Down to move down vertically. Hold Select + A to obtain the Noisy Cricket super gun. A lightning bolt will appear next to the number of lives remaining to confirm correct code input.

Level skip

Enter 2409 as a password and start a new game. Pause game and press Select to advance to the next level.

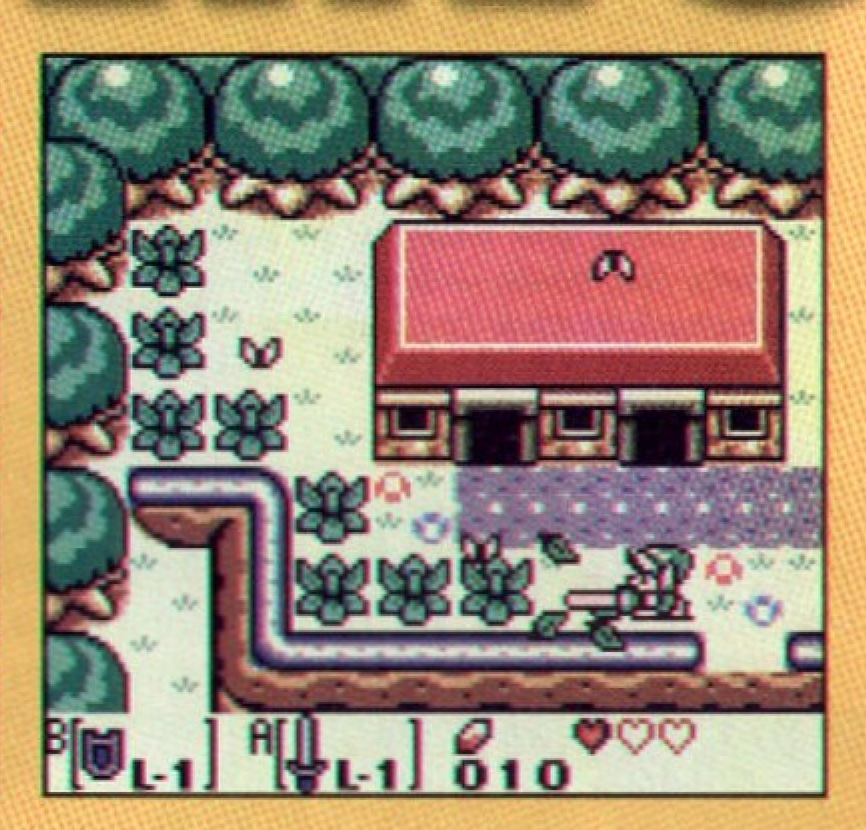
View ending sequence

Enter 1943 as a password.

Level	Location	Password
2	Manhattan	2710
3	Sewers	1807
4	Airport	0309
5	Rooftops	2705
6	Forest	3107

ZELDA: LINK'S AWAKENING





FULL COLOR

BLACK & WHITE COMPATIBLE

COULD THIS be the best game on the Game Boy Color? It's certainly in the running for the biggest title on the machine this far, so if you're having problems this walkthrough should help you find your way around the lands of mysterious Koholint Island.

You start in Marin and Tarin's house in Mabe Village. Talk to Tarin to get your shield then head south to Torombo Shores and search the beach until you find your sword. Next return to and explore the village.

The Library has eight books with helpful advice in so read them all apart from the book in the lower right corner which is important later. Collect ten rupees from around the village and play the Trendy Game. Win the Yoshi Doll from the game and go to the Quadruplets' house then trade the Yoshi Doll to the mother for a ribbon. Go to Madam MeowMeow's House and talk to the dog in the shed to exchange the ribbon for a can of dog food. Remember the location of the Dream Shrine once you've found it. At some point after you've found the Pegasus Boots return to it, sleep in the bed to warp to another room and ram the nasties there with the Pegasus Boots and your sword to get one hundred rupees and the Ocarina.

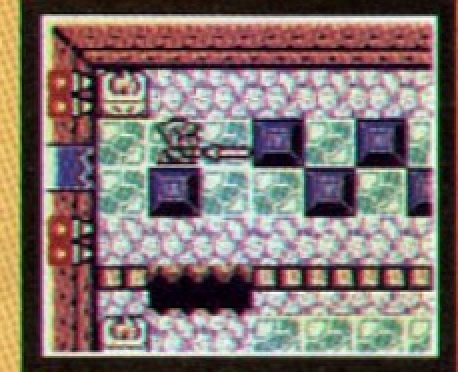
You should also go to the Town Tool Shop at some future time and buy the shovel for two hundred rupees after which the Bow and Bombs will be available.

Go back to the beach and enter Sale's House of Bananas. Trade the dog food



▲ **If you locate a phone anywhere on the island you can call this chap for help and advice.**





LINK'S AWAKENING

PRICE	£24.99
PUBLISHER	Nintendo
RELEASE DATE	Out Now
GENRE	Adventure





▲ **This is the Quadruplets' house. The first thing you need to do here is trade the Yoshi doll to the over-worked mother for a pretty bow.**



▲ **Finding your sword is essential as you won't get anywhere without it. First thing you need to do therefore is get down to the beach and locate it!**



▲ **Poor, waterlogged Link is washed up on this beach in the opening sequence. Fortunately Malin takes pity on him. She's useful later on in the game.**

for some bananas then go north to the Mysterious Woods and explore until you find a large raccoon. If you try to walk past this furry fellow he warps you back to another part of the forest so to get past you need magical powder.

You can win the powder in the Trendy game but the easiest way to get it is to go see the Witch whose hut is in the woods to the west. Take her a mushroom and she makes you some magical powder which you can then use on the raccoon. Once you've removed the raccoon (who turns out to be Tarin under a spell) go north to find a treasure chest containing the Tail Key.

Take it to the Tail Cave which is located near the beach and then put it in the keyhole to unlock the cave entrance.

COLOUR DUNGEON

Completing the Colour Dungeon isn't essential for finishing the game. However you do get something pretty nice at the end of it so to help you out – here's a map!







DUNGEON ONE: TAIL CAVE

IN THIS DUNGEON:

A Secret Seashell
The Roc's Feather
20 rupees

This dungeon is fairly straightforward although you obviously need to find the Roc's Feather before you can jump any gaps.

When you come to the room with three enemies with rapidly changing symbols on their fronts you need to hit them so that they all freeze with the same symbol showing. If you get this wrong they unfreeze and you can try again.

Rolling Bones is the first boss you encounter in the dungeon and you need to use the Roc's Feather to jump over the log he rolls at you then hit him with your sword repeatedly. He takes eight hits to destroy.

The giant worm Moldorm is the end-of-dungeon boss. To defeat him hit him five times on the tail with your sword. With every hit he speeds up so be careful. If you get knocked off the platform into the room below you find yourself in a side-on section and will have to retrace your steps in order to get back. Once Moldorm is dead you get the Full Moon Chello.

Make your way back to Mabe Village and two children tell you about BowWow being captured. Go to Madam MeowMeow's house to learn that BowWow was taken by the Moblins. You need to rescue him so go to the north-east of the Mysterious Woods where there is a circle of pits in the ground. Collect the Piece of Heart in the centre and go up and right where beside a statue of the owl is a cave entrance. Enter, fight through two rooms of Moblins and face the Moblin Boss. Dodge his arrows and when he charges step out of the way so he hits the wall and is briefly stunned – at which point you need to hit him with your sword. Repeat these actions until he takes eight hits and dies. Rescue BowWow from the next room but don't go to Madam MeowMeow's house yet. Instead take BowWow north to Goponga Swamp where he eats the deadly flowers and lets you enter Bottle Grotto.

DUNGEON TWO: BOTTLE GROTTO

IN THIS DUNGEON:

The Power Bracelet
A total of 70 rupees

You need to use magical powder in order to light torches in this dungeon and also hit several crystal switches with your sword.

The first boss of this dungeon is called Hinox. To beat this cyclopean chap hit him eight times with your sword whilst avoiding the bombs he lobs at you and staying out of the way when he charges. He shouldn't cause you much of a headache.

When you come to the room with the imprisoned Pols Voice destroy it with a bomb or pot, kill the bat and then the Stalfos Knight – in that order. This makes a chest appear with the Nightmare Key in it.

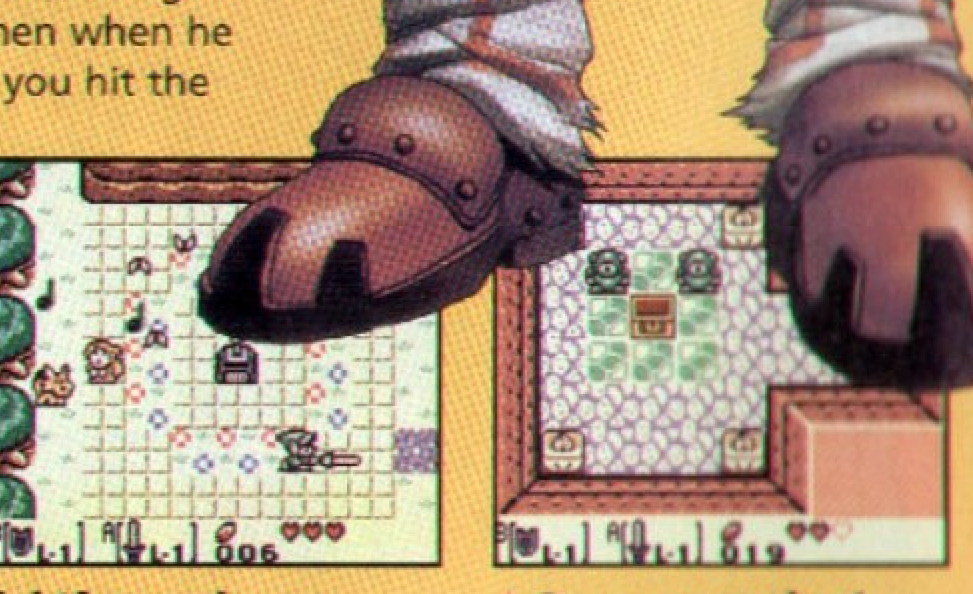
The final boss for this dungeon is the Genie for which you need the Power Bracelet (which will have been hidden in a chest you found on the way through the dungeon). Dodge the fireballs the Genie throws then when he enters his bottle and chases you hit the





▲ All sorts of hostile creatures inhabit the various dungeons of the game. You need to be fairly quick with your sword!



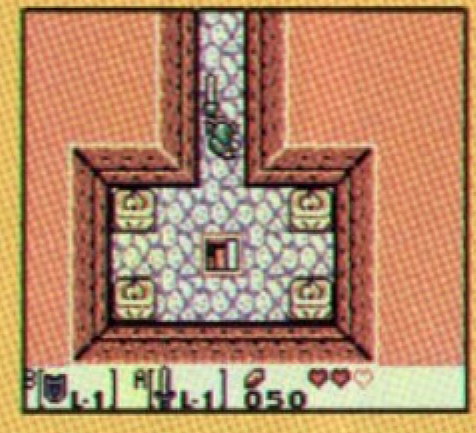


▲ Dungeons are fairly straightforward once you've done the first one. It's just a case of looking very carefully at everything in a room.

▲ Open every chest you find to get something useful.













▲ The viewing perspective shifts from top-down to side-on at various points in the dungeons. In side-on mode pressing 'up' makes you jump.





bottle with your sword to freeze it and use your Power Bracelet to pick it up and throw it at which point the Genie leaves the bottle and starts throwing fireballs once again. Repeat this three times until the bottle shatters, avoid him when he spins round and hit him when he stops. Eight hits and he's gone. With the Genie dead you can collect the Conch Horn from the room on the left.

Return BowWow to Madam MeowMeow then head west into Ukuku Prairie and explore until you find Richard's Villa. This chap asks you to get the five Golden Leaves for him, in return for which he will supply you with the Slime Key. Go north to Kanhalet Castle and give Kiki the Monkey the bananas you got from Sale's House of Bananas and he and his friends build a bridge. Collect the stick they leave and find Tarin. Trade him the stick for a honeycomb then go back to where you met Kiki and then north to find a single bush. Cut it down to uncover a hidden castle entrance. The first you get by killing the man who's in the six pits on the east side of the castle, the second by lobbing a stone at the crow on the west side. Get the third leaf by destroying all but one of the enemies in the second room of the castle then hit the switch that opens the castle gate. Upstairs plant a bomb by the statue on the left in the sunken portion of the room to get the fourth leaf and kill the trooper with the ball-and-chain in the room to the east for the fifth.

Return to Richard with all five leaves, push the box next to him to one side and go through the cave to Pothole Field. Make your way around Pothole Field without falling into any pits and dig in front of the Owl statue for the Slime Key. Go north from Richard's Villa and use the key in the Slime Keyhole. Next go around to the east and jump over on the islands to get to the gate and enter Key Cavern.

DUNGEON THREE: KEY CAVERN

IN THIS DUNGEON:
Pegasus Boots
A total of 250 rupees

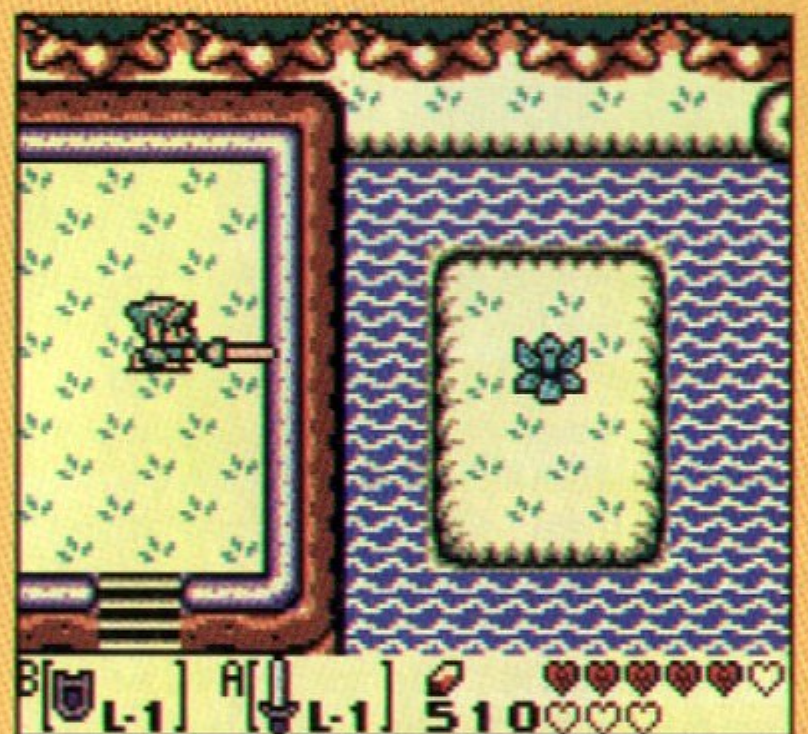
In this dungeon you can open some of the doors by throwing pots at them. The first bosses you meet are the Dodongo Snakes. To beat these two slithering enemies you need to hit them where it hurts – inside! Lob your bombs so that the snakes eat them. You need to get three bombs into each one. Shortly afterwards you should find the Pegasus Boots.

The final boss for this dungeon is Slime Eyes. Upon entering his room ram the wall using the Pegasus Boots to get him to drop from the ceiling











▲ Link can't jump over walls so if he wants to get at the plant in the middle of this lake then he's going to have to find another way to get around to it. Most of the time you'll need to take an unusual route to get something on the same screen.



▲ The design of this doorway should give you a clue that whatever's inside might not be friendly!

then go over and hit him repeatedly with your sword. When he looks set to divide ram him with the Pegasus Boots and he splits into two eyes. Hit one eye and then avoid it when it tries to land on you (watch for its shadow). Hit both eyes three times to destroy them. You can now get the Sea Lily's Bell.

Head for the Yarna Desert which is located in the south-east corner of Koholint Island.

Before going into the desert though first search the Animal Village. Give the Bear Chef in Animal Village the honeycomb and he exchanges it for a pineapple. When you try to enter Yarna Desert you find the walrus is blocking the path. You need Marin. Return to Mabe Village where the children tell you Marin is on the seashore. She is at the east end of the beach. Talk to her until she agrees to go to Animal Village with you then return there with her.

Go up to the walrus and as Marin sings it moves into the water. Head into the Yarna Desert avoiding the spiked poles and enter the cave at the north of the desert to take on the Sand Worm. Hit his head with your sword eight times to defeat him and get the Angler's Key. Take the key and go north to Tal Tal Heights. The key hole is across the river from the dungeon entrance which is behind a waterfall. Insert the key so the waterfall stops revealing the entrance then head north into the Tal Tal Mountain Range, find Pahpal and get the hibiscus flower in exchange for the pineapple. At the spot where the waterfall used to flow drop down and enter Angler's Tunnel.

DUNGEON FOUR: ANGLER'S TUNNEL

IN THIS DUNGEON:

Flippers
A total of 100 rupees

The first boss in this dungeon is Cue Ball. To beat this creature stay below the centre block and strike his body when he moves down on either side. It takes eight hits to finish him off. Shortly afterwards you should find the flippers.

A puzzle shortly after requires you to learn the pattern some lights follow when you stand on a set of tiles. Memorise this pattern in order to get a set of stairs to appear further on. The final boss is the Angler Fish. To destroy him strike him ten times with your sword while avoiding small fish and barrels. Watch out when he comes at you though. With the Angler Fish dead leave the water and go up to find the Surf Harp.

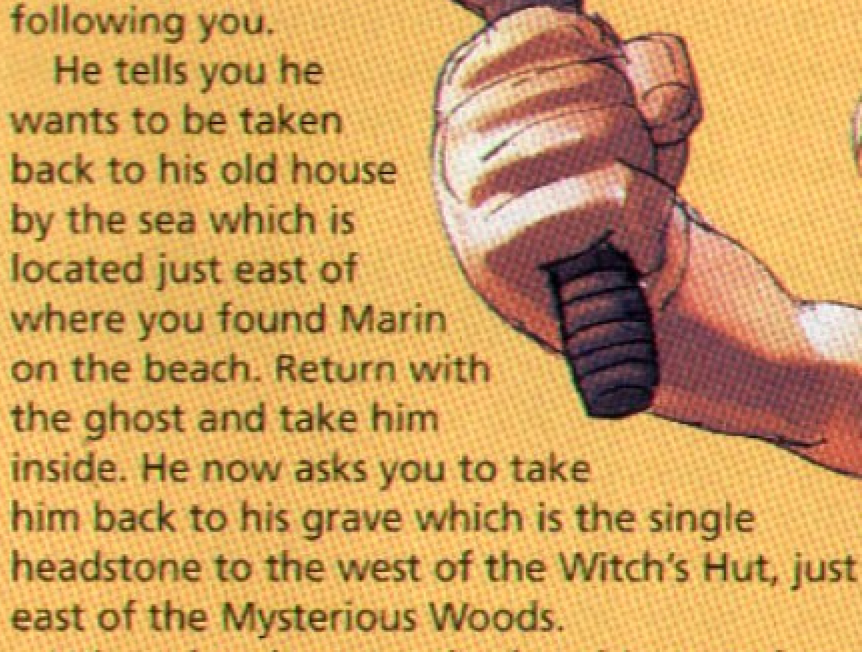




Swim west up the river from the dungeon entrance to a cave inside which is Mambo, Child of the Sun Fish. He teaches you a song for your Ocarina. Wander around for a bit until you spot the ghost following you.

He tells you he wants to be taken back to his old house by the sea which is located just east of where you found Marin on the beach. Return with the ghost and take him inside. He now asks you to take him back to his grave which is the single headstone to the west of the Witch's Hut, just east of the Mysterious Woods.

When the ghost gets back to his grave he tells you about a gift underneath one of the jars in his house. If you want to you can go back to the house and check all the pots in order to find a Secret Seashell. Make your way to Martha's Bay where







▲ Take care not to fall down the pits that are scattered across the landscape.



the dungeon entrance looks like a massive fish's head poking up from the water. To the west of the rocks around it swim downwards, pass under the big rock and return to the surface then enter Catfish's Maw.

DUNGEON FIVE: CATFISH'S MAW

IN THIS DUNGEON:
Hook Shot
A total of 300 rupees

The first boss you encounter is a Master Stalfos. He isn't difficult to defeat. Simply hit him with sword until he collapses then plant a bomb on him while he's down. Repeat these actions until he runs away.

As you progress through the dungeon you encounter the Master Stalfos three more times. When you defeat him the fourth time he drops the Hook Shot.

The next bosses you face are the Grommas. Hit these two huge spiders in the mouth with the Hook Shot six times each to kill them, making sure to avoid them when they run at you.

If you get stuck at any time use the Ocarina to play the song Mambo taught you and you'll return to the dungeon entrance.

The final boss for this dungeon is the Slime Eel. This creature swings his tail at you from the centre of the room so avoid it and hit him in the mouth with the Hook Shot to pull him into the room. Then whack him repeatedly – eight hits should just about do the trick. With the Slime Eel dead go up and collect the Wind Marimba.

Head north-east to the next dungeon where the owl tells you to go to the Southern Shrine. Go south-east to the shrine and go inside. Head west to a building inside which is the guardian of the Face Key. Approach him to wake him then shoot him with the bow 12 times. Collect the key, light the two torches with Magical Powder, read the mural on the wall and go back to where you last met the owl.

Swim to the narrow island and touch the soldier on the left so he moves then take the stairs. Go through the cave with the Hook Shot and up more stairs then go right and north and use the key to open the dungeon. Go left then up the stairs and enter Face Shrine.

DUNGEON SIX: FACE SHRINE

IN THIS DUNGEON:
A total of 500 rupees
The Level Two Power Bracelet

You need to use bombs to activate some of the crystal switches in this dungeon. You also need to find the Level Two Power Bracelet before you can lift the elephant statues. Smasher is the first dungeon boss you meet. He throws his ball at you so grab it and hit him with it. Do this four times to kill him.

The next bosses are the Dodongo Snakes. As before throw bombs so that the snakes will eat them. Do this three times to each snake to vanquish them.

Facade is the final boss for this dungeon. Hit all the tiles that fly at you with your sword then avoid the random pits and put a bomb on the face marked on the floor. Do this five times to win then go get the Coral Triangle.

Head south from the entrance to Ukuku Prairie. Just past the telephone booth is a group of pits – the entrance to Signpost Maze. Use the Pegasus Boots and the Roc's Feather to jump the pits, read the sign on the other side and follow the signs in line from the last that you read. If you go wrong you are told to return to the beginning and some signs require you to cut down bushes or jump pits. At the last sign a set of stairs appears. Go down to find Mamu and pay three hundred rupees for the Song of Awakening.

Now go to Mabe Village and to the screen north of Marin and Tarin's house where there is a memorial to the Flying Rooster. Stand in front and push this to reveal some stairs down which you find the remains of the Flying Rooster. Play the Song of Awakening to get him to rise and follow you.

Head north into the Tal Tal Mountain Range and up the long stair that begins in the deep water. Keep north to the Hen House. Enter the cave entrance just south of the Hen House and go upwards using the Flying Rooster to cross the chasm. Go left for the Bird Key, go back south the way that you came to the deep water then go east. Eventually you come to a hut on top of the mountain range and the dungeon is just to the west. Put the Bird Key in the keyhole and enter Eagle's Tower.

DUNGEON SEVEN: EAGLE'S TOWER

IN THIS DUNGEON:
Level Two Shield
A Total of 120 rupees
A secret Seashell

Shortly before you get to the first boss you find the Level Two Shield. The first boss is the Hinox who is the same cyclops you fought in the second dungeon. Hit him three times with the Hook Shot to kill him.

Next boss is the Grim Creeper. This guy sends bats at you. Kill all six in one go and he legs it. The final boss this time is the Evil Eagle. Use the Hook Shot to hit the nasty bird when it's in range. If it appears in an upper corner flapping its wings put





The heart-shaped thing in the centre of these pits is – you won't be surprised to learn – a piece of heart. Collect four of these to get an extra energy point. To collect this one Link needs to be using the Roc's Feather though.



To begin with you'll find most of the objects that you need although you can also buy them if you've got cash.

up your shield and walk towards it until it moves. Six hits from the Hook Shot and the Evil Eagle is history. Go back into the dungeon and collect the Organ of Evening Calm.

One dungeon to go! If you have 20 Secret Seashells take them to the Seashell Mansion in Ukuku Prairie to get the Level Two Sword. If you haven't it might be worth scouting around for them although the Level Two Sword isn't essential.

Make your way to the Hen House then go west over the bridges using the Hook Shot where needed. Past the bridges underneath a bush are some stairs. Use them and carry on west through and out of a cave. Avoid the boulders and go north. At the top go west until you come to a blocked cave entrance. Open it with a bomb and inside use the Level Two Shield to get past the flamethrower. Go west and take the stairs then continue west until you come to a giant turtle head. Stand in front and play the Song of Awakening to bring the head to life then destroy it with your sword. Enter Turtle Rock.

DUNGEON EIGHT: TURTLE ROCK

IN THIS DUNGEON:

A total of 140 rupees

A magic Rod

In this dungeon you need to use flashing blocks to fill in the floors. Steer the blocks with the d-pad.

The first boss in this dungeon is the Hinox. As before hit him with the Hook Shot to kill him. The next boss is Rolling Bones, another creature you've encountered before. Jump over the log using the Roc's Feather and hit him with your sword until he dies.

Smasher is the next boss you come across so use the Power Bracelet to throw his ball back at him until he gives up.

The Dodongo Snakes are next on the list. Feed them bombs till they get terminal indigestion.

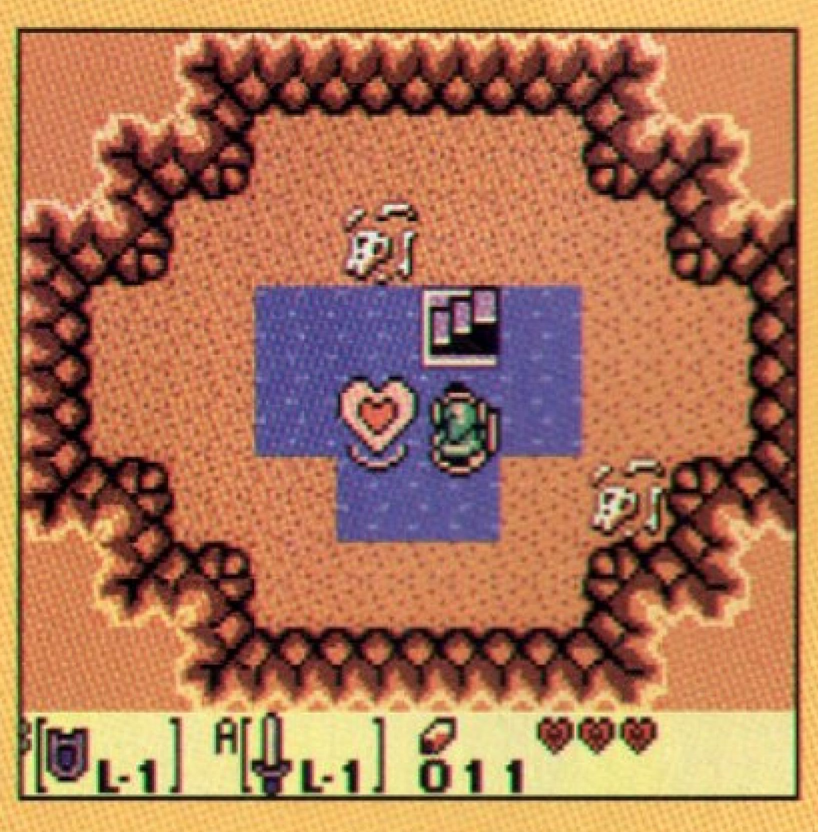
The following boss is Blaino – a penguin no less! Avoid his punches and wait till he starts to wind up for a jab or uppercut then hit him with your sword. Be sure to watch carefully for his punch! Repeat until he goes out for the count, shortly after which you can collect the Magic Rod.

The penultimate boss in this dungeon is Cue Ball. He's the same as in dungeon four although now you also have lava to contend with. Smack him in the body repeatedly until he dies.

The final boss for this dungeon is Hot Head. Upon entering his room stand in front of the door. When he leaps from the lava hit him repeatedly with the Magic Rod. If you can hit him eight times without him returning to the lava his outer shell falls off after which a few more hits should finish him. Then all you need to do is go grab the Thunder Drum. That's the last dungeon! If you haven't already found it you now need to get the Magnifying Glass so go to Animal Village and give the hibiscus you got from Pahpal to Miss Goat. She asks you to deliver a letter to Mr Write who lives north of the Mysterious Woods. Take him the letter and he gives you a broom. Return to Animal Village and find Grandma Ulrira. Give her the broom that you got from Mr Write and she gives













▲ Fishing is a great way to earn yourself more cash. It takes a bit of practice though.





▲ These green blobs divide when struck and you need to hit 'em again before they grow.



▲ Listen to the owl. He gives good advice!

you a fish hook. Take the fish hook and go swimming in Martha's Bay then go east and then south of the Catfish's Maw and swim under the bridge. The fisherman there lets you have his next catch which is the Mermaid's Necklace. Take the necklace to the Mermaid one screen north of the Catfish's Maw to get a scale from her tail. Take the scale to the Mermaid Statue and put it on it to open a secret passage. Go inside and get the Magnifying Glass. Return to Mabe Village library and use the Magnifying Glass to read the lower right-hand book. The eight arrow code it gives you is the order you must go through the rooms in the Egg so make a note of it. Next head south to Torombo Shores. Go south from where the monkey throws coconuts at you and find the section of the wall that can be blown open with a bomb. Blow it away and enter. Trade any item with the person you find inside for the Boomerang. If you trade the wrong item by mistake then talk to him again and he lets you swap back.

Now head to Mt Tamaranch, stand in front of the Egg, select Marin's song – the Ballad of the Wind Fish – on your ocarina and play it to open a door in the Egg. Head up the stairs in front of you.

The Egg

Head north and you drop down into a labyrinth of rooms. Use the code you got from the book in the library to negotiate the labyrinth. If you follow the sequence correctly, you come to a room with a pit in the middle. Drop down the pit and get ready for the last battle. This enemy goes through six incarnations so you need to be on your toes!

First Incarnation: Giant Gel

This blob chases you around the room. When he stops, throw Magical Powder at him. Do this three times and he changes...

Second Incarnation: Agahnim

This wizard shoots fireballs and crosses at you. Dodge the crosses and hit the fireballs back with your sword. When you've succeeded four times he changes...

Third Incarnation: Moldorm

Like the last time you met this worm, hit him repeatedly on his tail. Seven strikes in succession and he changes...

Fourth Incarnation: Ganon

Ganon attacks with his staff and fire bats. Charge him with your Pegasus Boots and sword when you get an opening. Six strikes and he changes...

Fifth Incarnation: Lanmola

As soon as this worm appears charge him with the Pegasus Boots and sword. Hit him just once and he changes...

Sixth Incarnation: Dethl

Jump this creature's swinging arms using the Roc's Feather. When his eye opens hit him with the boomerang. One accurate strike to the middle of his eye and he's dead.

And with the sixth monster's death... you've finished the game!



BIG ACTION
FOR YOUR SMALL SCREEN







STAR WARS - YODA STORIES

MAY THE FORCE BE WITH YOU!

Assume the role of Luke Skywalker as he trains with Yoda to become a Jedi Knight. Yoda will guide you through puzzle-based missions as you deal the evil Empire one crippling blow after another.

OUT SPRING 1999

SMALL SOLDIERS

BEWARE! THERE WILL BE NO MERCY...

Based on the movie, you assume the role of Archer™, leader of the peaceful Gorgonites™ as you battle to rid the world of the evil Commando Elite™

AVAILABLE NOVEMBER

STAR WARS - RETURN OF THE JEDI

ARE YOU READY TO CHALLENGE THE DARK SIDE?

Choose your Rebel warrior and relive all the action of the movie as you lead the Rebel assault fleet to destroy Darth Vader and the Evil Emperor. The force will be with you...

OUT NOW

WORLD CUP 98

PLAY YOUR WAY INTO HISTORY!

The only officially licensed game for France '98 on the Game Boy. Join football's elite teams from around the globe in your quest to become World Champion 1998.

OUT NOW

Nintendo

NINTENDO ®, GAME BOY™, SUPER GAME BOY™ and ⓔ are trademarks of NINTENDO CO.,LTD. THQ and the THQ logo are trademarks of THQ Inc. All Rights Reserved.
All other brand and product names are trademarks or registered trademarks of their respective holders. All rights reserved.



An adventure for anyone who's ever worn nappies.

